

The Crypt of House Aylmuth

A Fantasy Roleplaying Adventure
For Mid-Level Gameplay

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Using this Book

This module is intended for use by a Game Master to direct mid-level players through a short wilderness adventure. For any encounter used within, the creatures and numbers encountered should only be used as a rough guide and can be adjusted based on the level or make-up of the party to scale the difficulty up or down. The same rules should apply to treasures, rewards, and difficulty checks – use whatever feels reasonable for the group or to reflect any edits made to the content.

There are a few sections of read aloud text that can be used by the Game Master as a narrative aid, but feel free to skip these or paraphrase for yourself. Reward for this adventure will be left at the discretion of the Game Master. If using an experience point system, players can be granted points based on the monsters encountered throughout.

On occasion new or optional rules may be provided to enhance the game based on the location or situation. These are only intended to add a wrinkle to standard game play and make each scenario unique – if you feel they don't quite fit or you have a better idea on how to handle them modifications can be made. Any unique monster, item, or rule will have details included here, however all other content can be found within the 5th Edition System Reference Document (SRD).

Introduction and Adventure Hook

This adventure is intended to be introduced during an exploration session as a short side-objective and the adventure hook can be set during travel through any wooded area. Alternatively, the location for this quest could be introduced through lore, gossip, or a scholar of history as a general point of interest. While some of the characters introduced here are figures introduced in the Aeltharis campaign setting, it is not required that the adventure take place there and the lore could either be adjusted to fit or simply reference new locations in a different world. In the Aeltharis setting, the location for the crypt would most likely be in the province of Iryndor although Lyranthia is also plausible.

However the adventure is to be used, when ready to set the adventure hook you may read or paraphrase the following:

The warm summer's sun is high overhead, fighting hard to make it through the dense canopy above. In most circumstances the heat would be pleasant, even welcoming. The thick woods blocks all but a faint trickle of wind and the hot hanging air makes for hard travels. Pausing beneath a large, gnarled tree to catch your breath, a keen eye spots something unusual—a single flagstone, bathed in sunlight. As you step closer, the overgrowth gives way to reveal more of them: an old, weathered path, long abandoned and forgotten, winding deeper into the ancient forest.

The path is entirely optional, but following it marks the beginning of this adventure. Despite being overgrown, the flagstones remain intact enough to guide an attentive party.



The smaller trees and vegetation have blended naturally with the surrounding forest, making the path obscure but not impossible to track. Even if the party strays or loses sight of it, a quick survey of the area is sufficient to relocate the trail. After about an hour of steady travel, the forest opens up into a clearing (see **Circle of Statues** section).

Circle of Statues

After fighting through the overgrown path for about an hour, the dense woods gives way to a clearing bathed in sun. At its center stand six identical statues arranged in a circle. Each figure extends an outstretched arm, their hands all pointing toward the center, as though reaching for something unseen.

The clearing is unremarkable aside from the statues, making it a convenient place for the party to rest. The six statues depict an ordinary human male, each one identical and unassuming. However, these plain figures conceal the glade's secret—a hidden entrance to an old family tomb, buried long ago to deter grave robbers.

In the past, family members would follow the path to this circle, uncover the entrance, and descend into the crypt to honor their ancestors. Judging by the state of the area, it is clear this tradition has been neglected for a long time. Although the entrance was buried carefully to avoid detection, some subtle clues remain.

A successful Nature check (DC 16, with advantage for Druids or Rangers) reveals inconsistencies in the clearing. The soil at the center lacks typical plant growth and appears subtly disturbed—less compacted and containing fewer rocks than the surrounding ground. Digging about a foot below the surface uncovers a solid trapdoor. While stiff with age, it remains functional, opening to reveal a dark descent below (see **Crypts** section).

Crypts

Entrance

The air inside the crypt is heavy and stale, carrying the unmistakable stench of rot and decay. The stone walls and floors, though finely crafted, feel oppressive in this forgotten place. Each drip of water echoes like a thunderclap, breaking the eerie silence. Four passages extend from where you stand, but three are sealed by faintly glowing magical barriers, their light casting an unnatural shimmer in the darkness.

The entrance to the crypt lies 10 feet above the stone floor, accessible only by rope or ladder through the small trapdoor. The central chamber below is a simple yet foreboding space, with four passages branching out in the cardinal directions. Three of these are sealed by glowing magical barriers that pulse faintly in the dim chamber. These barriers cannot be dispelled or destroyed by any means.



The chamber is dimly lit by the soft glow of the barriers, while rooms throughout the crypt are illuminated by torches burning with small, steady magical flames. Four alcoves along the walls house suits of armor, each coated in years of dust but clearly significant. The armor is adorned with family crests and symbols (a blazing golden sheaf of wheat encircled by a burning crown on a split-field of black and green), showing signs of wear from battles long past. Once proudly worn, they now stand as solemn relics of the family's history.

A close inspection of the armor in the northeastern alcove reveals a hidden feature—a small trapdoor cleverly concealed in the chest, with a thin slot discreetly positioned behind the shield.

Thankfully, the dead have been at rest in this tomb and will continue to do so while undisturbed. If any of the sarcophagi are opened the body interred within will rise and attack those that disturbed its slumber (refer to **Appendix A** for descriptions and statistics).

West Room

This dusty chamber feels heavy with ancient reverence. Across from the entrance stand three statues, each presiding over a small stone altar. Resting atop each altar is a weathered stone bowl. A thin layer of dust obscures the plaques at the base of the statues, making their inscriptions difficult to read. Faintly carved into the middle altar are the words: "Passage is granted to those bearing gifts. Do not come empty-handed."

This chamber contains three statues positioned along the far wall, each with a small stone altar in front of it. Resting on each altar is a stone bowl, seemingly intended to hold offerings. At the base of each statue is a plaque, though the inscriptions are obscured by a fine layer of dust and require effort to read.

The middle altar bears the faint inscription: "Passage is granted to those bearing gifts. Do not come empty-handed." To progress, players must make offerings in the bowls. Each offering should align with the themes or personalities of the deities or figures the statues represent. While there are no strictly correct answers, you can use the following as guidelines for offerings:

North Statue (Liene – Goddess of Life)

Plaque Inscription: "Liene – Goddess of Life. The eternal giver and sculptor of flesh and blood."

The offering must relate to human life, such as blood or flesh. When the offering is accepted, the bowl emits an intense light, momentarily blinding the players. As the light fades, the orange magical barrier leading to the Eastern Room dissipates.

Middle Statue (Maris – Goddess of Land and Nature)

Plaque Inscription: "Maris – Goddess of Land and Nature. The God Mother and Great Nurturer."



The offering must be a natural item or something connected to nature. Players may notice small plants growing between the tiles of the chamber, which can suffice. When the offering is accepted, the bowl overflows with vines and weeds that quickly grow, wither, and decay. The decayed matter disperses as dust throughout the crypt, dissolving the green magical barriers with an audible hiss.

South Statue (Narit – God of Death)

Plaque Inscription: “Narit – God of Death. The eternal trickster and collector of bones.”

The offering must symbolize death, such as a bone, which may be found in the skeleton lying in an alcove of the room. However, this offering is a trap, as hinted by the plaque. When accepted, the bowl overflows with smoke, plunging the chamber into darkness as all light sources extinguish. The smoke coalesces into three shadowy figures that attack the party. Non-magical torches and other light sources may be lit and will function as normal, but the magical torches remain unlit until the shadows are defeated. Once the shadows are vanquished, they reignite on their own.

Encourage creativity and interpretation, providing subtle hints if players are struggling to determine appropriate offerings. Once all statues are appeased, the way forward will open.

East Room

The stench of rot and decay intensifies in this room. Barrels, crates, bags and pots lie strewn around a small tomb – once offerings to the dead for use in the afterlife have long since spoiled. Two large statues flank a single stone sarcophagus across the room behind a small stone altar.

This room is one of the crypt’s burial chambers. Nothing of note is in any of the offerings around this room as they have all rotted long ago. On top of the altar sits two small stone bowls with translucent swirling liquid – one blue and the other green. A small plaque reads “Drink to your fortune, or drink to your death.” As could be inferred from this warning three are two possible outcomes here: one bowl contains poison while the other contains a harmless liquid with a slightly sweet and pleasant taste. In the bottom of the harmless bowl lies a small medallion that is not visible through the liquid. Any liquid removed from either bowl will immediately refill unless it is drunk.

While it is possible to put a hand in to find the medallion, if it is removed with liquid still in the bowl it will immediately crumble to ashes reforming at the bottom. The medallion is a small metal disc adorned with the familial crest you have encountered elsewhere in the chamber. It has no monetary value, however can be used to dispel the blue barriers in the crypt when inserted into the slot in a suit of armor in the entry chamber (refer to the entrance section).

The sarcophagus in this room has been magically sealed and cannot be opened by any means. Along the top edge of the stone you can make out a small inscription on this otherwise plain stone slab – Deryn Aylmuth.



North Room

Portions of the roof have crumbled in this small burial chamber, leaving jagged gaps that hint at further instability. Dust and debris cover the floor, but thankfully, the collapses seem to have spared anything of interest. As you step inside, two stone sarcophagi come into view, standing to the west and east. In front of each rests a small stone lectern, holding an open, dust-covered book.

Like the other burial chambers, the offerings made to the dead in this room have long since spoiled, and a rank odor lingers in the air. The sarcophagi, each engraved with the likeness of regal ladies of royal stature, are the focal point of the room. In front of them rest two open books on lecterns, each chronicling the history of a matriarch of House Aylmuth, the noble family interred within this royal chamber.

East Lectern: Interred here is Lady Meris Aylmuth. The book on the eastern lectern is a carefully inscribed account of Lady Meris' life and achievements. The pages are yellowed with age, and the ink is faint but legible although some sections of the text are obscured beyond comprehension. Despite the damage, one passage is still legible, recounting one of Lady Meris Aylmuth's most storied victories:

...and with a single, defiant roar, Lady Meris led the charge, her shield splintering the enemy's pike formation like a hammer upon glass. Though the foes outnumbered her host three to one, it was her indomitable will and ferocious advance that shattered their resolve. The Vanguard of Emberthron moved like a storm, her shield battering aside steel and bone alike. Behind her, the soldiers of House Aylmuth surged forward, emboldened by her relentless fury. When the last foe fled the field, their banners cast into the mud, it was said that Lady Meris stood atop the hill of the fallen, her shield raised to the skies, a symbol of triumph and unyielding strength. But not all saw her victory as a gift from the gods. In the days that followed, ... whispers of a curse... her shield...

The final page of the book is nearly destroyed, with only a few words barely decipherable among the torn parchment. The writing here appears hurried, as if written during desperate times.

...Lady Meris fell ... against the ..., her shield... all who saw her that day say she... stood tall, even in death...

West Lectern: Interred here is Lady Elira Aylmuth. The book at the western lectern is a detailed account of Lady Elira's life, written in the hand of one of her trusted courtiers. The text is ornate, with elegant script and flowing language, befitting of her status. Age has again claimed some of the text, but some key passages still readable include:

...when the guildmasters met in the Hall of Accord, tempers flared like a forge's fire, and for a moment, it seemed the Trade Wars would rage on. But Elira, calm and composed, stood as a beacon of reason amid the chaos. Her words, sharp as blades yet gentle as a healer's touch, turned rivals into allies. 'Peace is the wealth we must all share,' she



declared, and by her hand, a treaty was forged. The speech she gave that day ... now lies preserved in the Aylmuth archives, a testament to her unparalleled diplomacy...

...the floodwaters had left Eastvale a ruin, the fields drowned and the homes swallowed by mud. It was Elira who arrived with aid, her banner a symbol of hope amidst despair. She worked tirelessly to organize relief, rallying the people to rebuild. It is said that she shared bread with the farmers and slept in the simplest of lodgings, refusing comfort until the village stood once more. Now, each year, Eastvale honors her memory with a festival of light and song ... a legacy etched into the hearts of its people...

...the land stood on the brink of ruin, with factions locked in endless strife. It was then that Elira rose, wielding neither sword nor shield, but the strength of her vision. Through tireless negotiations, she wove a fragile peace into a mighty tapestry, uniting lords and warriors beneath a single banner. The Great Concord, signed in the Hall of Concord ... etched in golden lettering, stands as both a monument to her resolve and a promise to those who would come after. 'Let this be a bond that time shall not sever,' she proclaimed, and for a time, it was so...

South Room

A sense of calm overwhelms you stepping into this burial chamber. Two engraved sarcophagi hint that royal patriarchs of the family are buried within. Atop a large, central, stone altar a rotten and dusty book seems to call forth as if begging to be read.

The chamber is the burial site of two patriarchs of House Aylmuth with each sarcophagus having a name engraved on its front – Thovas Aylmuth to the west and Willert Aylmuth to the east. The engravings on the lids suggest that both men were knights of faith as they are adorned in regal armor and holding a swords, with both reliefs depicting other symbols with religious connotations.

In the north-east corner of the room under a tattered cloth lies skeletal remains of someone who met an unfortunate end. The age of the remains gives little clues to their identity or their demise, although you can see cuts and scratches on the bones. If searched or moved, a journal will be found under the remains. Many of the pages are covered in dries blood obscuring the writing or falling apart, but part of one small passage is in good enough condition to be readable.

The book on the altar is an ancient script written in homage to dark and unholy gods. Although it is quite old, it seems slightly out of place in the tomb – anyone with ties to religion will be able to recognize unholy symbols (DC 14 Religion check only for characters with religious ties. This does not require a close inspection.). This text was brought to the tomb long ago to perform a dark ritual and has remained since. The dark nature of the book is so strong its compulsion forces anyone casting their eyes on it to evoke the magic within. Anyone closely inspecting the book is subject to falling under its enchantments – DC 15 Wisdom save vs. Charm. On a successful save the book can be examined as normal – it is a very old text with tattered and yellowed pages but holds up rather well to the touch.



The text is written in dark ink and is in an ancient and unfamiliar language. On a failed save, the book exerts its charm and grasps the player in magical compulsions that bestows knowledge of the ancient language, forcing them to read from the pages. When read, unholy magic swirls from its pages filling the tomb with dark magic – all five members of House Aylmuth interred here will rise from their graves and attack the party (refer to **Appendix A** for descriptions). When no living creatures remain, they will retreat back to their eternal slumber.

Finishing the Quest

Depending on how this quest was framed, there may be no real objective to complete that signals a definitive end to exploring the crypt. When used as a side quest introduced during travel there isn't even a precedent to explore the crypt fully, although it should be encouraged. If sent to find the crypt by a patron, by lore or historical speculation, simply marking the location and bringing that information back could be enough, anything of value found inside being a bonus for their hard work. No matter how the session plays out, consider rewarding experience for exploration and problem solving portions of the quest. Exploration is a main pillar of the game and therefore should be rewarded as such.



Appendix A: Inhabitants of the Crypt

Buried within the crypt are five important members of House Aylmuth, a formerly prominent ruling house of Aeltharis. After a long rule, the house ceded power and was unable to ever recapture the glory and power of its former days, relegated to a minor house with only middling regional influences. Below you can find a very brief description of the interred and their significance to the house along with any treasure found within their sarcophagus. Refer to **Appendix B** for monster statistics and **Appendix C** for descriptions of magical items.

Thovas Aylmuth

History: The driving force of House Aylmuth's prominence, Thovas was a warrior of renown who established the family's early wealth and influence through conquest and shrewd land acquisitions. As the first patriarch in House Aylmuth's reign Thovas set the foundation of his family's power and constructed Aylmuth Keep.

Treasure: Even in death, Thovas has a unique prowess in single combat. Still shining as if new, he wields his famed rapier as he did in life which will be revealed as Foresight when identified.

Willert Aylmuth

History: Son and successor of Thovas, Willert ushered in an era of peace and prosperity during his reign that is marked as the "Golden Age" of House Aylmuth. Known for infrastructural achievements, including the Great Bridge of Arlathen and agricultural innovations, Willert left a legacy of innovation, though his focus on these projects strained the treasury toward the end of his reign.

Treasure: In the sarcophagus where he was buried are the remains of many strange wooden objects. These have decayed to be unrecognizable now, but look like they may have been small mechanical components with some rusty gears and springs among the rot. Old tattered books and papers show portions of old diagrams that have fallen apart now – it seems Willert was buried with many of his prized works and inventions, all of which are unfortunately unusable now.

Meris Aylmuth

History: Lady Meris known as the "Vanguard of Emberthrone," was a ferocious front-line fighter who wielded her shield as both a weapon and a tool of war. Cousin of Thovas and a fierce warrior for the fledgling house's army, she was renowned for breaking enemy lines,



rallying troops, and leading charges that shattered opposing forces.

Treasure: Buried with her armaments after falling in battle her, shield radiates a magical aura of enchantment, revealed as the Aegis of the Vanguard when identified. After years of combat and in the tomb, her armor and sword are in a state of disrepair and no longer serviceable.

Elira Aylmuth

History: As Elira finally ascended to the head of House Aylmuth, her reign marked a critical turning point in the decline of House Aylmuth after years of overambitious rule. While her efforts were aimed at revitalizing the house, scandals and a marriage meant to form a powerful alliance eventually saw control shift out of the family leaving it as a shadow of what it once was.

Treasure: Elira was entombed with the golden tiara and jewellery she wore during her reign. The tiara has tarnished slightly over the years and some of the jewels have fallen out of their sockets valued at 120 GP total. If thoroughly searched, an additional three gems totalling 30 GP that have fallen out can be found among the dust, tattered clothing, and scraps of desiccated flesh and hair covering the bottom of the casket. She is also wearing two small gold rings valued at 25 GP each and a thin necklace valued at 15 GP.

Deryn Aylmuth

History: Son of Elira, Deryn rejected court life and instead traveled widely, gathering knowledge and artifacts. Absent from his duties to the house broke the line of succession within the Aylmuth family opening the door for outside influence to wrest control ultimately leading to the house's downfall.

Treasure: After a life shirking his duties to House Aylmuth, his burial in the crypt was more out of respect to his mother Elira. Without much fanfare, he was buried without any wealth as the house required it to remain stable in the political landscape.



Appendix B: New Monsters

Listed below are any unique monsters used within this adventure module.

Thovas Aylmuth

Medium Undead, Lawful Evil

Armor Class: 15 (chain shirt)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft.

STR	13 (+1)	INT	10 (+0)
DEX	17 (+3)	WIS	11 (+0)
CON	17 (+3)	CHA	13 (+1)

Skills: Perception +2, Stealth +5

Damage Vulnerabilities: fire

Damage Immunities: poison, necrotic

Condition Immunities: exhaustion, poisoned

Senses: Darkvision 60 ft., Passive

Perception 12

Languages: Common

Challenge: 3 (700 XP)

Proficiency Bonus: +2

Traits

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

Turn Resistance. Thovas Aylmuth has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. Thovas makes two attacks. He can use his Life Drain in place of one Rapier attack.

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

Life Drain. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 1) necrotic damage. Thovas will regain hit points equal to half of the necrotic damage dealt to the target.

Reactions

Parry. Thovas adds 3 to his AC against one melee attack that would hit him. To do so, Thovas must see the attacker and be wielding a melee weapon.

Willert Aylmuth

Medium Undead, Neutral Evil

Armor Class: 13 (leather)

Hit Points: 39 (6d8 + 12)

Speed: 30 ft.

STR	13 (+1)	INT	15 (+2)
DEX	15 (+2)	WIS	8 (-1)
CON	15 (+2)	CHA	10 (+0)

Skills: Investigation +5

Damage Vulnerabilities: fire

Damage Immunities: poison, necrotic

Condition Immunities: exhaustion, poisoned

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Common

Challenge: 2 (450 XP)

Proficiency Bonus: +3



Traits

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

Turn Resistance. Willert Aylmuth has advantage on saving throws against any effect that turns undead.

Battle Command. As a bonus action, Willert targets one ally he can see within 30' of him. If the target can see or hear Willert, it may use its reaction to make one melee attack or to take the Dodge action.

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands to make a melee attack.

Elira Aylmuth

Medium Undead, Lawful Neutral

Armor Class: 12 (natural)
Hit Points: 22 (4d8 + 4)
Speed: 30ft.

STR	11(+0)	INT	12(+1)
DEX	15(+2)	WIS	15(+2)
CON	13(+1)	CHA	17(+3)

Skills: Deception +6, Insight +5, Persuasion +6

Damage Vulnerabilities: fire

Damage Immunities: poison, necrotic

Condition Immunities: exhaustion, poisoned

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Common

Challenge: 2 (450 XP)

Proficiency Bonus: +3

Traits

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

Turn Resistance. Elira Aylmuth has advantage on saving throws against any effect that turns undead.

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of Elira that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Elira's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Reactions

Uncanny Insight. In response to being attacked, Elira may use her reaction to make an Insight check vs. the attackers Deception. On a successful check, Elira will take half the damage if the attack hits.



Meris Aylmuth

Medium Undead, Neutral Good

Armor Class: 18 (chain mail + shield)

Hit Points: 52 (8d8 + 16)

Speed: 30 ft.

STR	17 (+3)	INT	9 (-1)
DEX	11 (+0)	WIS	8 (-1)
CON	15 (+2)	CHA	15 (+2)

Skills: Persuasion +4, Medicine +1

Damage Vulnerabilities: fire

Damage Immunities: poison, necrotic

Condition Immunities: exhaustion, poisoned

Senses: Darkvision 60 ft., Passive Perception 9

Languages: Common

Challenge: 3 (700 XP)

Proficiency Bonus: +2

Traits

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

Turn Resistance. Meris Aylmuth has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. Meris makes two Longsword attacks. She may use her Shield Bash in place of one Longsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3)

bludgeoning damage. The target must make a DC 13 Strength saving throw or be knocked back 5 ft..

Deryn Aylmuth

Medium Undead, Chaotic Good

Armor Class: 14 (natural)

Hit Points: 45 (7d8 + 14)

Speed: 30 ft.

STR	16 (+3)	INT	6 (-2)
DEX	13 (+1)	WIS	9 (-1)
CON	15 (+2)	CHA	11 (+0)

Skills: Arcana +2

Damage Vulnerabilities: fire

Damage Immunities: poison, necrotic

Condition Immunities: exhaustion, poisoned

Senses: Darkvision 60 ft., Passive Perception 9

Languages: Common

Challenge: 3 (700 XP)

Proficiency Bonus: +2

Traits

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

Turn Resistance. Deryn Aylmuth has advantage on saving throws against any effect that turns undead.

Consume Life. As a bonus action, Deryn Aylmuth can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, Deryn Aylmuth regains 10 (3d6) hit points.



Actions

Rotting Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be inflicted by Tomb Blight and suffer from one level of exhaustion. If left untreated, after 1d4 hours the wound will become septic and the inflicted creature becomes poisoned and its hit point maximum is reduced by 1d6. The infliction lasts until removed by a lesser restoration spell.



Appendix C: Magical Items

Aegis of the Vanguard

Armor (shield), rare

A heavy steel shield with sharp edges designed for both defense and offense. The face of the shield bears the crest of House Aylmuth, and faint scorch marks from old battles remain etched into its surface. The shield hums with energy during combat, encouraging its wielder to press forward. Meris's spirit whispers, urging boldness and relentless action. While wielding this shield, you gain an additional +1 bonus to AC.

Shield Bash: The wielder can use the shield as a melee weapon when making a weapon attack dealing 1d6 bludgeoning damage. On a hit, the target must succeed on a Strength saving throw (DC 8 + proficiency bonus + Strength modifier) or be pushed 5 feet back.

Offensive Resilience: When you hit with the Shield Bash attack, you can choose to deal an extra 1d6 force damage. This is usable a number of times equal to your proficiency bonus per long rest.

Last Stand: As a bonus action, the shield emits a faint red glow, granting the wielder temporary hit points equal to their level + Constitution modifier. This effect lasts for 1 minute or until the temporary hit points are depleted. This can be used once per long rest.

Foresight

Weapon (rapier), rare

A sleek and elegant rapier with a finely etched blade that seems to catch the light in unusual ways. Its hilt is shaped like the wings of a bird, and the pommel holds a faintly glowing emerald. The rapier sometimes tugs faintly in the wielder's hand, as if guiding them. However, prolonged use can make the wielder feel overly cautious, as if they are anticipating threats that may not exist.

Flash of Insight: Once per short rest, when you take the Dodge action, until your next turn you can use your reaction to make a single melee attack with Foresight against a creature within reach that misses you with any attack.

Insightful Strike: When you land a critical hit, you gain advantage on your next saving throw or ability check within the next minute.

Parry: You may use your reaction to add 1 to your AC against one melee attack that would hit. To do so, you must see the attacker and be wielding a melee weapon.

