D&D 5e One-Shot Adventure: *The Soul of Tarsis*

Adventure Summary

The once-peaceful town of Tarsis is dying.
Its people are plagued by **soul decay** — an unnatural affliction that causes rapid aging, waking nightmares, and the restless dead rising from their graves. As panic spreads, all signs point to a powerful soul-binding ritual underway — one threatening to tear the boundary between life and death itself.

Unbeknownst to the townsfolk, an ancient figure has returned. **Veyra Malis**, a long-forgotten pupil of the ancient sorcerer **Sorin Hall**, has awakened from the shadows of history. Grief-stricken and obsessed, she is attempting to finish a ritual that would turn every living being in the world to undead form.

The heroes must uncover the truth behind the decay, retrieve the lost Scroll of Binding, locate the mythical dragon and confront Veyra before her ritual reaches its dreadful conclusion.

Key Quests

- Acquire Voss' family ancient heirloom weapon - The Soulkeeper
- Learn about Sorin Hall and acquire the Scroll of Binding
- Locate the mythical dragon and bind him, thus stopping Veyra's ritual
- Deal with Veyra

Key NPCs

The Voss Family

Guardians of Tarsis for generations, famed for an ancient heirloom—a mighty sword passed down through bloodlines. The greatest warrior of the Voss family is destined to wield it.

Mayor Brennar Voss

- Leader of the town.
- Brother of Captain Elira Voss.

- Has knowledge of the Ashened City and Sorin Hall lore.

Captain Elira Voss

- A prodigious warrior who commanded the town's military.
- Afflicted by soul-sickness, she now hides in a cave.
- Challenges the players with a shadow clone fight and moral test before yielding the family's legendary weapon.

Seer Galithra

- A mysterious oracle.
- Demands personal truths before sharing vital information.
- Speaks in riddles that hint at the dragon's location and the Scroll of Binding.

Brother Tallen

- Village cleric, offering minor healing and spiritual guidance.
- Protects the dead from rising nightly.

Mythical Dragon - Ozzorion

- Dragon who was summoned by Sorin Hall and then binded by Veyra Malis, his soul is now a necessary part of Veyra's ritual.
- Bound in a secret cave below the waterfall.
- Can help the characters if they use Scroll of Binding.

Veyra Malis

- Undead sorceress, lost pupil of Sorin Hall.
- Main antagonist of the story.
- Victim of her master's action, saviour of the Ashened City, mad with grief.

Veyra Malis’ Backstory - Long Forgotten History

Once an apprentice to Sorin Hall, master of binding magic, Veyra witnessed her master summon an adult blue dragon to the city using powerful magic. The dragon, stronger than anticipated, slew Sorin Hall and laid waste to the city, now called the Ashened City—its scorched ruins a testament to dragonfire. Veyra’s husband and children perished in the inferno, shattering her sanity. However, Sorin Hall had crafted two Scrolls of Binding, artifacts of great power.

Desperate, Veyra used one of the Scrolls to bind the dragon’s soul and spent her life seeking True Resurrection to restore her family. When all hope failed, she embraced forbidden magic, becoming undead herself. Now, through a soul-sickening ritual, she attempts to turn the living world into undead, hoping to reunite with her family forever and hoping to spare the entire world from the pain of death —her grief twisting her purpose beyond reason. Dragon’s soul, along with people’s souls, are ingredients to her forbidden ritual.

The second Scroll was buried with Sorin Hall and forgotten.

The Voss family and the town of Tarsis - Recent History

The Voss family are longtime guardians of Tarsis, famed for their ancient heirloom—a mighty sword passed down through generations. Tarsis is an ancient town known for its silver river and rich history.

Since the re-emergence of Veyra Malis and the soul sickness, the town is but a shadow of its former glory. The Voss family, once strong keepers of order, has grown weak. All but two members of the bloodline have succumbed to the soul sickness: the last patriarch, **Brennar Voss**, the town's mayor, and Brennar's sister, **Elira Voss**, Tarsis' most famed warrior.

The location of the family heirloom has been lost to time, and Elira spent years searching for it. Rumors say that just as she located it, she too fell sick and lost her sanity. Now possessed and mindless, she lurks in a cave and slays anyone who dares approach her—or the heirloom. The name of the sword is **Soulkeeper**.

Act 0: The Ruined Church

Before reaching Tarsis, you come across a ruined church, its walls blackened and crumbling. The air is thick with the smell of decay and faint whispers echo from within. The shattered doors creak as you push inside. You see remains of an altar.

Encounter

- Undead, victims of soul sickness, lurk here and may attack. Zombie and Skeleton attack.
- Searching the altar (DC 10 Investigation) reveals the **Ring of Scroll's Favor (requires attunement)** — grants +5 on checks to activate spell scrolls. If a scroll fails, you can shatter the ring to succeed instead.

Act 1: Tarsis

Meeting Brennar Voss

Mayor Brennar's office is modest but cluttered with ledgers, maps, and half-burned candles. The mayor sits behind a heavy wooden desk, shoulders tense, as though the weight of the town rests squarely on them.

"The dead walk our roads at night. Something is wrong in Tarsis — terribly wrong."

"My sister, Captain Elira Voss, went searching for our family's heirloom blade — the Soulkeeper. She found it… but never returned. Now she hides in a cave beyond the river, striking down anyone who approaches."

"That sword has protected this town for generations. If there is any hope of stopping what's happening here, it begins with the Soulkeeper."

He slides a small amulet across the desk.

"Take this. It belongs to our family. If any part of Elira still remains, it may help you reach her."

He looks each of you in the eye.

"Bring back the blade… and, if you can, bring back my sister."

Information players can learn from Brennar:

1. The Voss family are ancient guardians of Tarsis, with a legendary sword appearing to the strongest warrior in times of need.
2. Captain Elira Voss, the mayor's sister, commander of the town's military, was a prodigy since her childhood - many believed that she was destined to acquire the lost family heirloom.
3. Elira ventured to claim the family weapon but succumbed to soul-sickness and now hides in a cave.
4. The mayor entrusts the party with a Voss family amulet to aid in reaching Elira. Brennar may tell this additional roleplaying information: the amulet was given to him and Elira when they were children by their grandmother Samantha. Grandmother told them it will keep them safe. As children they always argued about who gets to wear the amulet.
5. The Seer Galithra may hold further clues.

Brennar knows this additional information about Ashened City, if asked:

1. The neighboring ancient Ashened City lies in ruin.
2. Wraiths haunt the ruins, shadows of lost souls.

3. Old songs speak of dragons once roaming these lands, but none have been seen for centuries.
4. Brennar alone knows of Sorin Hall—ancient wizard of binding magic—if prompted by the players after the Seer's riddles. He can reveal bits of history if players are interested.

Meeting Brother Tallen

The town cleric is a worn man, his robes faded and hands trembling as he tends a candle near the church altar. Nervously, he glances towards the basement.

Information players can learn:

1. Brother Tallen oversees the dead, reading prayers nightly to keep them from rising.
2. If aided, he may return the favor with healing or spiritual guidance.
3. If asked about the basement, brother Tallen shows them a picture of a silver-eyed woman wearing grey robes and holding a chain. Her face is twisted with grief. (The picture is of Veyra Malis. The chain and the caption reference binding of the dragon.)

The painting is old—far older than the chapel itself.
Beneath the image someone has scratched faded words into the wood:
"Saviour of the Ashened City."

If asked about the Ashened City: "Ask the mayor. He knows the old history of this land."

Expanded dialogue options:

You think the prayers matter? Maybe they don't. Maybe it's just an old man talking to himself in the dark." He adjusts the candle carefully. *"But I've done it every night since this started, and every morning the graves are still closed. So I keep talking.*

If players ask how long the sickness has been going on:

Eight months. Give or take. It started slow — people looking older than they should, nightmares they couldn't shake. Then the first grave opened." He's quiet for a moment. *"I knew the man in that grave. Buried him myself. He was a good man. Whatever came out of there... wasn't him anymore.*

Act 2: Seer Galithra

The path winds upward through mist-shrouded hills, where the wind carries faint whispers — or perhaps just tricks of the ear.

At the summit, a crooked tower leans like a tired sentinel against the sky, its blackened stones veined with soft green light. Vines cling to it like skeletal fingers, some blooming, others long dead.

Dozens of candles flicker behind narrow slits in the stone. The wooden door is carved with shifting sigils.

The tower does not speak… but it feels like it's waiting.

Before Galithra lie three objects radiating faint magical auras:

1. a blue scale
2. an unnaturally melted stone
3. a crystal shaped like a water droplet

"Fate speaks in fragments," the oracle whispers. "Touch one, and listen."

When a character touches an item, the object grows cold and a brief vision flashes before their eyes. A distant voice recites a short prophecy.

1. **Dragon's Existence**
   A sleeping fang, both fierce and true,
   Awaits the hand that binds anew.
   Its fire will aid those who dare,
   To wake the beast from slumbered lair.
2. **Scroll Location**
   Where screaming voices turned to dust,
   By master's hand, their fall unjust,
   Beneath the ash and Sorin Hall,
   The binding word awaits your call.
3. **Dragon Location**
   Where silver tears fall fast and bright,
   A hidden flame sleeps out of sight.
   Through weeping veils the brave must go,
   To wake the fire from sleep below.

If asked about the picture in the chapel, **OR if they are about to leave without asking**, Galithra says: “The pain of loss can chain the soul tighter than iron… A pupil lost to sorrow, seeking forbidden power to undo death itself.”

Act 3: Captain Elira & The Soulkeeper

A figure steps from the shadows—tall, fierce, but her eyes flicker with something dark and unfamiliar.

At the start of her turn, if combat starts: Suddenly, a shadowy twin bursts forth, and the cave trembles with the clash to come.

Encounter

- The party must fight Elira and her shadow clone.
- Put **Voss amulet** around her neck to purify her possession, either by restraining her or by weakening her.

There is a gimmick in this fight: 3 lights are visible just behind Elira at the northern wall of the cave: yellow, crimson and purple. As will become clear later, each light represents a soul which is part of the Soulkeeper’s puzzle: child, soldier and wiseman. These lights will act on the start of player’s turn, granting them boosts (just for this combat) by joining with them:

- Child’s soul grants +1 on attack rolls (to hit) and spell save DC
- Soldier’s soul grants +1 to weapon attacks to each damage die rolled
- Wiseman’s soul grants (1 + spell level) to cantrip and spell damage

After combat all the souls materialize again outside of characters and float at the northern wall. They cannot be interacted with, except by means of the puzzle. All magic does not work on the souls, as they are just part of Soulkeeper’s test, and are not real souls.

If purified by amulet, Elira reveals a false wall in the cave, leading to the secret chamber where the Soulkeeper can be obtained.

Touching the northern wall reveals a false wall. Passive perception 15 or a DC 10 Investigation check also reveals the false wall.

The Weighing of Souls Puzzle

Three magical souls place themselves over the pedestals which read:

- An innocent child’s soul
- A soldier’s soul

- An old wise man’s soul

Behind them, Soulkeeper appears, surrounded by a magic barrier that can only be broken by either solving the puzzle or Wish spell. Even if a Wish spell is used, depending on the wording of the wish, the Soulkeeper may not be very willing to be wielded by the unworthy master, since it is a sentient Lawful Good sword.

An Investigation check 10 reveals sword’s sentience to players, 15 reveals its alignment.

Investigating the souls DC 10 (Arcana, Religion) reveals: These aren’t living souls, but ancient magic. Additionally, inspecting the souls reveals the player's own reflection in them: as a child, a warrior or a wise man / woman.

The sword speaks telepathically:

> Which soul are you willing to sacrifice,
> That I might know the measure of your own?

Solution:
Say **“None”. If any player mentions this option, the Soulkeeper turns towards that character, encouraging the correct choice.** Refusing to sacrifice any soul unlocks the Soulkeeper.

Consequences:

- Choosing to sacrifice a soul causes a fiery explosion and the cave starts collapsing, DC 15 DEX: take 3d6 fire damage, 3d6 thunder damage and 3d6 force damage on a failed save, half on success. If less than 5 is thrown on this save, the player is caught under crushing rubble and takes 3d6 bludgeoning damage. Strength check 10 is required to be saved from the rubble (action by any player).
- Choosing none grants the Soulkeeper. All three souls are absorbed by the Soulkeeper who shines with the combined light of all three. The Soulkeeper is sentient and can talk to its owner.

Act 4: The Ashened City

In front of you lies the Ashened City—ruined, blackened, lifeless. Towers lean, half-melted by fire and lightning. Streets are choked with ash.

The air is hard to breathe. No birds. No breeze. Ash is falling like snow.

If the players arrive here before knowing of Sorin Hall, describe the **vast graveyard, the ruined temple and the mage tower.** If the players at this point know to search for Sorin Hall's graveyard, they will find it easily. When they do, read:

The graveyard is still—mist curling between cracked tombstones and twisted dead trees.

At its center stands a broken sepulchre, half-swallowed by time. Above the entrance, words read: **"Here lies Sorin Hall, master of binding arts. May his magic die with him."**

- The **Scroll of Binding** is found in Sorin Hall's tomb. Dispel Magic or something of the sorts is required to break the seal that keeps the tomb closed.
- A **ruined temple** basement holds Sorin Hall's diary, revealing his thoughts about his disciple Veyra Malis. He thinks Veyra has immense potential. There are clues about the ancient mage tower, where the wizards of old used to study. There is also mention of the dragon and his name: **Ozzorion.** Sorin Hall writes about his plan to summon the dragon for no other purpose than to prove to himself and the world that he is really the master of binding arts.
- There is an **ancient mage tower** here, inaccessible to the party until they acquire the dragon. Magic runes prevent anyone from entering. The runes, if translated, read: "***Bound by dragonfire's ancient seal, None may enter but flame's will***". The magic seal can be broken by dragonflame. The top of the tower is inaccessible by flight, but an ancient magical presence is felt from above. That is the location of Veyra Malis performing the ritual.

Diary read-alouds:

Entry I

"She solved the Thornweave Binding in an afternoon. An afternoon. I spent three years on that problem as a young man. I have not told her this. A teacher must maintain some mystique."

Entry II

"Veyra brought her husband to the tower today — a quiet carpenter named Aldric, kind eyes, flour on his hands. Their children ran circles around my study and knocked over two

ink pots. I pretended to be furious. I was not furious.

It has been a long time since this tower felt like somewhere people lived."

Entry III

"I have decided. The dragon Ozzorion will be summoned and bound before the season turns. The council doubts me. Let them doubt. When it is done, there will be no question remaining about the limits of binding magic — or who mastered them.

Veyra thinks I am being reckless. She is probably right. She usually is.

I will begin the preparations tomorrow."

Entry IV

"The ritual is ready. I wish I had listened to her."

This is the last entry in Sorin's hand. The remaining pages are blank.

Except for the last one.

***Final Entry** — written in a different hand. Smaller. Uneven. As if the writer's hands were not entirely steady.*

"He summoned it to prove something. To prove he was the greatest.

The fire took him in the first breath. The children didn't even wake up.

I bound the dragon. I don't know why. There was nothing left to protect.

His name was Sorin Hall and he was the greatest binder who ever lived and I would unmake every word of magic he ever taught me if it meant one more morning with my family.

— V."

Act 5: The Waterfall

A roaring waterfall cascades down a rocky cliff. Behind its shimmering curtain lies a hidden cavern.

A thunderous roar fills the air as a silver curtain of water cascades down the cliff face. Mist clings to your skin, droplets sparkling like diamonds in the fading light. Beyond the veil, a dark passage beckons.

- OPTIONAL: Solve the **Magic Mirror Puzzle**. Players discover that the reflections are actually alternate reality versions of themselves. On the other side of the mirror, in addition to reflections, there is a dragon. The solution is to get rid of their alternate reality versions by any means, for example using the dragon.
- With the Scroll of Binding (DC 15 with the user's spell casting modifier), the dragon can be binded. This causes the dragon's bind to Veyra and ritual to be broken.
- If Scroll of Binding is used, the dragon will act friendly towards the party for up to 24 hours. The dragon is forced to help the party in combat if the binder commands him to. The dragon is forced to obey for at least one turn. After his turn, roll a d10. If the result is higher than 4 + (the number of turns the dragon was forced to obey) or result is 10, the dragon will obey for an additional turn, after which repeat this roll. After the dragon is not forced to obey, he will leave (or generally do as he pleases).

When dragon is bound to the party, read:

As the final arcane word leaves your lips, the scroll bursts into brilliant blue flame, dissolving in the air like ash caught in a sudden wind.

The cavern trembles.

The dragon stirs — his eyelids flicker, then snap open, revealing eyes like molten sapphire, ancient and burning with restrained fury. It rises, wings brushing against the cavern ceiling with a deep, leathery rumble.

Then… silence.

Its gaze fixes on you, unreadable at first — until a flicker of recognition, or perhaps resignation, settles in. A shimmer of magic passes through its scales like a ripple across armor.

A low, resonant voice fills your minds, not with rage, but with a strange calm:

"I am bound. Not by chains, but by your will… and the cursed word of Sorin. Speak your purpose, mortals. My fire is yours — though not by my choice."

The dragon dips its massive head in grudging acknowledgment. The bond has formed.

You feel the pull of the binding magic — a thread connecting your souls. For now, this ancient power stands with you. Blue flames dance along your skin, a testament to the ancient dragon's soul now tethered to your will.

The dragon is, after all, relieved to be unbound to Veyra, who was consuming his soul. He is not happy to be bound again, but this time, the binding is only temporary. He will be happy to get revenge against Veyra. However, if players make the dragon hate them, he might attack them after the Scroll's magic fades.

If the Scroll is not used or fails, the Dragon will attack the party, still bound to Veyra. If the Scroll activation fails, the Scroll remains and can be used again.

Finale: Veyra Malis

Ashened City ruins, top of the mage tower. The sky is dark with clouds.

The mage tower's summit shudders beneath your feet, but the oppressive weight of the ritual has lifted — the arcane chains that once bound the world's fate have been shattered.

Before you stands Veyra Malis — a desperate, grief-wracked figure clinging to fading power. Her eyes burn with fury and disbelief. Around her, the faint forms of her undead husband and two childlike zombies shift and moan, their faces frozen in a tragic parody of life.

"Impossible," she hisses, voice cracking like dry ice. "You dare… unbind the dragon? You have doomed us all — yet, perhaps, you will be the ones to suffer."

The dragon's presence lingers like a silent storm behind you, its molten sapphire gaze fixed on Veyra. The air is charged with tension — power, fury, and the fragile hope that this nightmare can finally end.

Your moment to act is now.

The Encounter

- Veyra appears alongside her undead husband and two child zombies.
- Use Mage for Veyra
- Use Wraith for Husband
- Use 2x Zombie for children.

Players can either kill Veyra or unlock the redemption path by doing something similar to the following:

- reference something about her family
- allow dragon to speak to her
- a player expresses empathy for he / she has also lost someone

Read aloud at the start of redemption path:

Something flickers behind Veyra's silver eyes — not weakness, not hesitation, but recognition. Her next spell dies on her lips. The dark energy around her hands gutters like a candle in wind.

"You know nothing of what was taken from me," she says — but her voice has cracked. It is no longer the voice of a sorceress. It is the voice of a mother.

After this, any appropriate roll play or mechanically DC 14 Persuasion check or DC 12 Insight check can resolve the conflict further.

The resolution:

Veyra Malis stands very still. The ritual energy dissipates around her like smoke. Her undead husband and children go still, then slowly, peacefully, dissolve into soft light.

She watches them go. She does not scream. She exhales — a long, rattling breath that sounds like something being set down after centuries.

"I thought if I unmade death… I could undo what happened." A pause. "But they were already gone, weren't they. Long before I began."

She can then do one of three things depending on how the players have treated her:

- **If treated with genuine compassion:** She uses the last of her binding magic to seal the soul sickness permanently, then dissolves. She is finally at rest. The town of Tarsis begins to heal overnight.
- **If treated with compassion but also firm justice:** She surrenders and asks to be imprisoned or destroyed — players' choice. She will not resist. She says only: *"Make it clean."*
- **If partially reached but still resistant:** She flees, weakened. The soul sickness fades slowly over weeks. She becomes a potential thread for a future adventure — neither villain nor ally.

Appendices

Captain Elira Voss

In addition, Elira (when possessed) has a Shadow Clone bonus action: makes a shadow clone of herself (once per long rest).

Both have the following property: before each attack, Elira can teleport up to 10feet to a location she sees without provoking opportunity attacks, but after teleporting she must immediately attack.

VETERAN

Medium Humanoid (Any Race), Any Alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses Passive Perception 12
Languages Any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword 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.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

If the zombie is Veyra's child, it cannot be destroyed by Turn Undead.

Zombie

Medium Undead, Neutral Evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

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

Saving Throws WIS +0
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Traits

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the 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 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Description

Undead zombies move with a jerky, uneven gait. They are clad in the moldering apparel they wore when put to rest, and carry the stench of decay.

Skeleton

Medium Undead, Lawful Evil

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages Understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Adult Blue Dragon Ozzorion

Adult Blue Dragon

Huge Dragon, Lawful Evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws DEX +5, CON +11, WIS +7, CHA +9
Skills Perception +12, Stealth +5
Damage Immunities Lightning
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22
Languages Common, Draconic
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Traits

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Blue dragons make their lairs in barren places, using their lightning breath and their burrowing ability to carve out crystallized caverns and tunnels beneath the sands.

Veyra Malis

1x Legendary Resistance (1 per long rest): if Veyra fails a saving throw, she can succeed instead.

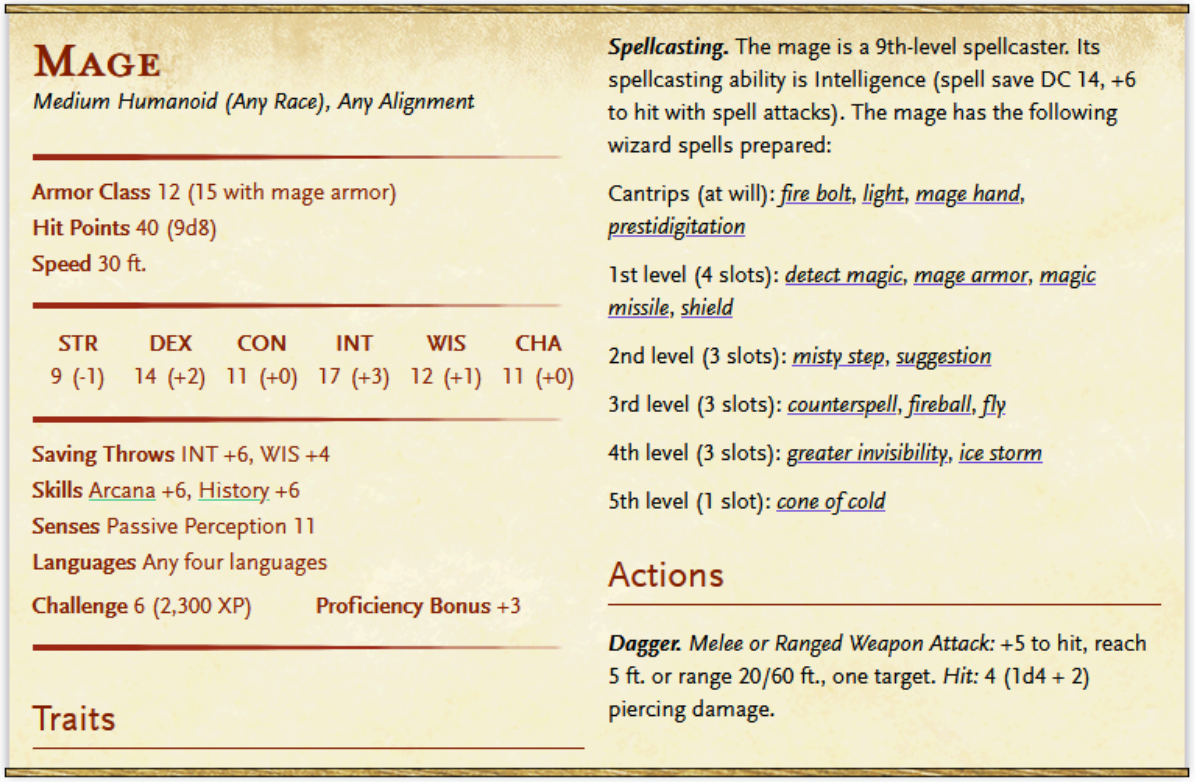
1x Legendary Action (1 per round): Veyra Malis casts a spell or a cantrip.

Soul Drain (when Veyra uses Counterspell): A chosen creature makes CHA 14 saving throw: on failure, they lose HP equal to half of their max HP and the lost HP is added as temporary HP to Veyra. The creature is paralysed until the end of its turn. On success, the creature resists the Soul Drain and loses a quarter of its current HP, the result is rounded down and no temporary HP is granted to Veyra.

Veyra can use Soul Drain also once per long rest as an action.

Veyra has 150 HP.

Reaction: when under 50% HP, Veyra can spend a reaction to drain the essence of one of her undead family members and gain HP: child zombie - 30 HP, wraith husband - 60 HP. The targeted undead disappears.



MAGE

Medium Humanoid (Any Race), Any Alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4
Skills Arcana +6, History +6
Senses Passive Perception 11
Languages Any four languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Traits

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

In addition, Veyra's spells are necromancy-flavoured. For example, her Fireball deals Necrotic damage and looks like a dark blast of forbidden energy.

Wraith

If Wraith is Veyra's husband, it has 30 HP.

Wraith

Medium Undead, Neutral Evil

Armor Class 13
Hit Points 67 (9d8 + 27)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 12
Languages The languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Traits

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Shield Guardian

Shield Guardian

Large Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10
Languages Understands commands given in any language but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Traits

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet.

If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The guardian makes two fist attacks.

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

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Skeletal Abomination

Minotaur

Large Monstrosity, Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7
Senses Darkvision 60 ft., Passive Perception 17
Languages Abyssal
Challenge 3 (700 XP) **Proficiency Bonus** +2

Traits

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Random Encounters

At any time you may roll on the random encounter tables, if players want more combat or random social encounters.

Roll (d6) Social Encounter

1 A soul-withered child cries in the road — touching them drains 1d4 max HP temporarily.

2 A lost spirit begs for help, asking to be reunited with their buried bones near the ruined chapel.

3 A group of frightened townsfolk mistake the party for undead and may attack or flee - only in Tarsis, otherwise nothing happens.

4-5 A soul-warped owl follows the party and repeats their last spoken sentence at random.

6 A traveling merchant offers “soul charms” (minor trinkets) that he claims ward off the sickness. None work, but he may have a potion or two.

Roll (d6) Combat Encounter

1 Zombie

2 Skeleton

3 Zombie + Skeleton

4 Skeletal Abomination - use Minotaur stat block - only in Ashened City graveyard, otherwise nothing happens

5 Nothing happens

6 Wraith

Player handouts

A sleeping fang, both fierce and true,
Awaits the hand that binds anew.
Its fire will aid those who dare,
To wake the beast from slumbered lair.

Where screaming voices turned to dust,
By master's hand, their fall unjust,
Beneath the ash and Sorin Hall,
The binding word awaits your call.

Where silver tears fall fast and bright,
A hidden flame sleeps out of sight.
Through weeping veils the brave must go,
To wake the fire from sleep below.

Soulkeeper (requires attunement): +1/+1, or +3/+3 when fighting Evil alignment creatures or Undead. Sentient, Lawful Good. Shines with 3 colours: yellow, crimson and purple. Longsword 1d8 / 1d10 (versatile)

Action: Soul Protector: all friendly creatures in 30ft around you gain 10 temporary HP on the end of your turn for 5 rounds - once per long rest.

Action: Soul Release: choose 3 friendly creatures in your sight. The 3 souls from the sword will be absorbed by the targeted players (1 light for each player) and be granted: Child's soul grants +1 on attack rolls (to hit) and spell save DC, Soldier's soul grants +1 to weapon attacks to each damage die rolled, Wiseman's soul grants (1 + spell level) to cantrip and spell damage. You can call the souls back using bonus action. Souls are forced to return after 5 rounds.

Action: Soul Strike (range up to 15ft): cannot be used if souls are currently released by Soul Release. Melee weapon attack against target, on hit the target takes additional 1d6 fire damage, 1d6 thunder damage and 1d6 force damage - once per short rest.

Ring of Scroll's Favor (requires attunement): grants +5 on checks to activate spell scrolls. If a scroll fails, you can shatter the ring to succeed instead.

Scroll of Binding - the dragon will act friendly towards the party for up to 24 hours. The dragon is forced to help the party in combat if the binder commands him to. After his turn, roll a d10. If the result is higher than 4 + (the number of turns the dragon was forced to obey) or result is 10, the dragon will obey for an additional turn, after which repeat this roll. After the roll fails, the dragon is unbound.

Maps