

## Mormunt Cenobite

The Mormunt Cenobites are the original followers of Mormunt, the grand Heretic. They have committed a blasphemous ritual that has turned them into resilient undead in order to serve the revered spirits of Kastivan forever. They have maintained the monastic grounds and kept Mormunt's teachings alive for centuries. In the time since the White Duchess arrival to the Monastery, they have become her most trusted guard. These monks, like the grand Heretic before them, are skilled practitioners of the dark arts, and they will not hesitate to use them on any intruders to the Mormunt Monastery.

## DM Tuz Table Scraps: Mormunt Monastery

### MORMUNT CENOBITE

Medium Undead

**Armor Class** 16 (chain mail)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	11 (0)	18 (+4)	12 (+1)

**Proficiency** +3

**Saving Throws** Con +5, Wis +7

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 7 (2,900 XP)

**Active Spells.** The Mormunt Cenobite is under the effect of the *Death Ward* spell.

**Turning Defiance.** The cenobite and any undead creature within 30 ft. of it have advantage on saving throws against effects that turn undead.

### ACTIONS

**Multiattack.** The cenobite makes three attacks; two with its reaper scythe and one life drain attack.

**Reaper Scythe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Life Drain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) necrotic damage. The target must succeed on a DC 15 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. A humanoid slain by this attack rises 24 hours later as a zombie under the cenobite's control, unless the humanoid is restored to life or its body is destroyed. The cenobite can have no more than twelve zombies under its control at one time

**Spellcasting.** The cenobite casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells:

At Will: *Detect Evil and Good*, *Gentle Repose*, *Inflict Wounds*, *Thaumaturgy*, *Toll the Dead*

1/day (each): *Animate Dead*, *Blindness/Deafness*, *Death Ward* (already cast) *Hold Person*, *Locate Creature*, *Spirit Guardians*, *Spiritual Weapon*

### BONUS ACTIONS

**Unholy Weapon (Recharges 5-6).** The cenobite touches a weapon and imbues it with unholy might. Weapon attacks with it deal an additional 9 (2d8) necrotic damage for one hour or until concentration ends (as if concentrating on a spell). As a bonus action on its turn, the cenobite can dismiss the spell causing the weapon to emit a burst of necrotic energy. Each creature of the cenobite's choice within 30 ft. of the weapon must make a DC 15 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed and half as much on a successful one.

### REACTIONS

**Proliferate Death.** When a living creature within 60 ft. of the cenobite takes damage, the cenobite can increase the damage by 9 (2d8) necrotic damage. To use this reaction the cenobite must be able to see the creature.

## Mormunt Novice

When the Patreon game first started, I made a monster statblock before populating the Mormunt Monastery with Spirit Novices. The Mormunt Novices were modeled after the original adventure path's "Renchurch Novices," who were odd unholy martial artists. After creating the Spirit Cults, I replaced the Mormunt Novices and decided the cults should be the campaign's overarching villain. As a result, this statblock was never used in my game, but I'll keep it in my Table Scraps for you to use.

### MORMUNT NOVICE

Medium Undead

**Armor Class** 17 (monk defense)

**Hit Points** 68 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (0)	16 (+3)	15 (+2)

**Proficiency** +2

**Saving Throws** Dex +6, Wis +5

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 4 (1,100 XP)

**Life Bane Poison.** A creature that takes poison damage from the novice's dagger can't regain hit points until the end of the novice's next turn.

**Spirit Strikes.** The novice's weapon attacks are magical.

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

#### ACTIONS

**Multiattack.** The novice makes three attacks, two with its dagger and one lifedrain attack, or the novice throws 3 deadly stars.

**Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

**Life Drain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) necrotic damage. The target must succeed on a DC 13 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. A humanoid slain by this attack rises 24 hours later as a zombie under the novice's control, unless the humanoid is restored to life or its body is destroyed. The novice can have no more than six zombies under its control at one time.

**Deadly Stars.** *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Flurry of Blows (Recharge 5-6).** The novice makes up to four life drain attacks against a single creature. The creature makes one single Constitution saving throw to resist the collective effect of all life drain attacks made.

## DM Tuz Table Scraps: Mormunt Monastery The Iron Fly

The faithful pilgrims of Kastivan gather in reverence for their once-mighty realm in the chapel deep beneath the Monastery of Mormunt. Pilgrims bring captured victims to be incinerated in raptorous fire during ritualistic sacrifices. The Iron Fly, a sadistic construct, is the tool they use for this blasphemous task. The Iron Fly torture device is shaped like a large, bulbous fly that has been blackened by the soot from countless ritual burnings. Victims were forced into the fly's abdomen via a small grate on its side. They would be burned alive within its black carapace, resulting in the most agonizing death.

This cursed tool became inhabited by a malevolent entity formed by the anguish of its victims as a result of its use. Anyone who enters the chapel and disrupts the rituals will be met with this animated horror.

### THE IRON FLY

Large construct

**Armor Class** 18 (natural armor)

**Hit Points** 168 (16d10 + 80)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	3 (-4)	10 (0)	6 (-2)

**Proficiency** +4

**Saving Throws** Str +10, Con +9, Wis +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons not made out of adamantite

**Damage Immunities** fire, poison

**Condition Immunities** charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft. passive Perception 10

**Challenge** 12 (8,400 XP)

**Flame Exhaust.** When the Iron Fly uses its Incinerate action, all other creatures within 10 feet of the fly each take 5 (2d4) fire damage. Additionally, after the action is resolved, the fly's attacks and actions deal only half as much fire damage until the end of its next turn.

**Immutable Form.** The Iron Fly is immune to any spell or effect that would alter its form.

**Magic Resistance.** The Iron Fly has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Iron Fly's attacks are magical.

#### ACTIONS

**Multiattack.** The Iron Fly makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage plus 10 (3d6) fire damage.

**Incinerate (Recharge 5-6).** The Iron Fly releases a devastating blast of fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (14d6) fire damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this attack dies and is reduced to ash.

# Chagrined Dolru

Dolru the Glorious, was one of Kastivan's top generals. His oratory was legendary, and he served as a beacon of inspiration for all of Kastivan's few mortal forces. It was said of him that he had never knew defeat and that under his command, any army would triumph. At least, that is what his legend says.

Dolru, in reality, was a sly snake who had worked his way up the ranks of Kastivan's military through deceit and manipulation. To further his own legend, he used his influence to lead battles where Dolru's victory was all but assured. This meant that he was never truly tested as a leader in the crucible of battle. However, the ignorant nobles of Kastivan saw Dolru as a role model in the field, and they advocated for him to be granted Ascention so that his expertise and experience could be preserved for Kastivan's future.

Dolru, however, would have to face consequences for his treachery. When the hollow armies of Ser Vorst of Kastivan failed to breach the Bloodwall Blockade, Dolru was tasked with slowing down Gin-

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stermark's forces as they advanced on Kastivan's capital. Dolru had no choice but to accept this mission; he knew that Ginstermark's forces would be significantly weakened after their previous crushing defeat. However, Dolru was unable to halt Ginstermark's forces at all. Due to Dolru's incompetence, his men were but sheep for the slaughter. In the end, Dolru failed to even have the courage to die along with his men and fled instead. He lost his position and titles as punishment for his failure. Though he was spared from execution when Kastivan fell, the necromantic cult that emerged afterward would deliver his just punishment.

He was granted eternal unlife, as he had always desired, but in the process, he became a vile monster who was used as a test subject by the necromancers to evaluate the effectiveness of their dark magic. Dolru caught the eye of Master Embalmer Norczka because he saw him as a nearly indestructible plaything. Dolru mutated even further into a bestial form as a result of Norczka's experiments. Chagrined Dolru, disgraced and humbled, now stalks the depths beneath the Mormunt Monastery.

## CHAGRINED DOLRU

Medium undead, chaotic evil

**Armor Class** 17 (natural armor)  
**Hit Points** 130 (20d8 + 40)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	15 (+2)	17 (+3)

**Proficiency** +4  
**Saving Throws** Con +6, Wis +6, Cha +7  
**Skills** Perception +6, Stealth +7  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Understands Common but can't speak  
**Challenge** 12 (8,400 XP)

**Legendary Resistance (2/day).** If Dolru fails a saving throw, he can choose to succeed instead.

**Active Spells.** Dolru is under the effect of the Nondetection spell.

**Keen Hearing and Smell.** Dolru has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Spider Climb.** Dolru can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Turn Resistance.** Dolru has advantage on saving throws against effects that turn undead.

### ACTIONS

**Multiattack.** Dolru makes two attacks: one with his life draining bite and one with his burning claws.

**Life Draining Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d8+4) piercing damage plus 13 (3d8) necrotic damage and the creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic 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.

**Burning Claws.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage plus 14 (4d6) fire damage.

**Spellcasting.** Dolru casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells without material components:

At Will: *Fire Bolt*, *Mage Hand*, *Minor Illusion*, *True Strike*  
1/Day (each): *Counter Spell*, *Dimension Door*, *Expeditionary Retreat*, *Haste*, *Invisibility*, *Fire Ball*, *Nondetection* (already cast), *Storm Sphere*

### BONUS ACTIONS

**Arcane Recovery (1/Day).** Dolru regains the use of 2 spells from his spellcasting action.

**Quickened Spell (Recharge 5-6).** Dolru casts a spell that requires an action to cast.

### LEGENDARY ACTION

Chagrined Dolru can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Dolru regains spent legendary actions at the start of his turn.

**Detect.** Dolru makes a Wisdom (Perception) check.

**Hide.** Dolru hides.

**Move.** Dolru moves up to half of his speed without provoking opportunity attacks.

**Burning Claws (2 Actions).** Attacks with his burning claws.

## Vano the Fallen

Vano the Fallen is a mysterious figure, though legend has it that they were present at the founding of the Kastivan kingdom. Before the discovery of the Rite of Ascension, Vano was one of the first court mages of Kastivan and a powerful necromancer in their own right.

Vano died before they could achieve undeath, for reasons that will never be known. But their remains were so potent that the worms that devoured them were infused with their consciousness. Vano had returned, degenerated into a writhing, self-aware swarm of worms, still able to draw on some the potent necromancy that had once infused their body but now a pitiful shadow of their former self. Vano patiently waits as one of the White Duchess' finest servants until the Duchess accomplishes her mission of releasing Queen Kastivan from her bonds, at which point Vano will hopefully be restored to their former self, or at the very least, released from their wretched existence.

### VANO THE FALLEN

Medium aberration, lawful evil

**Armor Class** 16 (natural armor)

**Hit Points** 168 (16d8 + 96)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	22 (+6)	17 (+3)	20 (+5)	16 (+3)

**Proficiency** +6

**Saving Throws** Dex +7, Wis +11, Cha +9

**Skills** Perception +11, Religion +9

**Damage Resistances** necrotic, psychic; bludgeoning, piercing and slashing damage.

**Damage Immunities** poison

**Condition Immunities** charmed, grappled, frightened, paralyzed, poisoned, restrained

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common

**Challenge** 17 (18,000 XP)

**Legendary Resistance (2/day).** If Varno fails a saving throw, they can choose to succeed instead.

**Feed on Weakness.** Whenever a creature within 20 ft. of Vano fails a saving throw against one of their effects or spells, they gain 10 temporary hit points.

**Squeeze.** Vano can move through any opening large enough for a tiny leech.

#### ACTIONS

**Multiattack.** Vano makes two necrotic blast attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) bludgeoning damage and the creature must succeed on a DC 20 Constitution saving throw or be poisoned until the end of Vano's next turn. A poisoned creature is stunned.

**Necrotic Blast.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one targets. *Hit:* 14 (2d10+3) necrotic damage.

**WORMS! (Recharge 5-6).** Varno releases a flood of worms in a 10 ft. radius centered on themselves. Each creature of Varno's choice in the area must make a DC 20 Dexterity saving throw. On a failed save, a target takes 22 (5d8) necrotic damage and is blinded and restrained by masses of swarming worms. A restrained creature takes 22 (5d8) necrotic damage at the start of each of Varno's turns. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Summon Undead.** Vano conjures up to 2 non-spectral (no ghosts, spectres, wraiths, etc.) undead creatures of Challenge 5 or lower and 4 Zombies<sup>MM</sup>. Each of these creatures emerge in unoccupied spaces within 10 ft. of Varno and act immediately after their turn.

**Spellcasting.** Vano casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks). They can cast the following spells without material components:

At Will: *Chill Touch, Infestation, Message, Minor Illusion*

1/day (each): *Animate Dead, Blight, Create Undead, Dispel Magic, Dominate Monster, Greater Invisibility, Misty Step*

#### REACTIONS

**Unholy Protection.** Vano halves the damage he takes from an attack or spell targeting them.

#### LEGENDARY ACTION

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

**Spawn Parasites.** Vano conjures a swarm of insects in an unoccupied space within 5 ft. of themselves. The swarms act on their own initiative, and Vano can command them telepathically.

**Necrotic Blast (2 Actions).** Vano fires two necrotic blasts.

**Slam (2 Actions).** Vano makes a slam attack.

**FEED! (3 Actions).** Each creature restrained by Varno's worms takes 13 (3d8) necrotic damage, and Vano regains hit points equal to half of the total necrotic damage dealt.

# The White Duchess

One family of ancient Kastivan court mages was honored for their devoted service to the Kastivan kingdom by being elevated to the nobility and given a territory to rule over. The White Duchess was a member of this distinguished family. As a result of her strong leadership skills, she was given the Rite of Ascension and became one of Kastivan's many ghostly nobles.

However, the White Duchess was defeated in the events leading up to Kastivan's downfall, and her soul was subsequently imprisoned. The White Duchess was bound for hundreds of years, never

## THE WHITE DUCHESS

Medium Undead

**Armor Class** 18 (natural armor)

**Hit Points** 169 (26d8 + 52)

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

STR	DEX	CON	INT	WIS	CHA
10 (0)	19 (+4)	14 (+2)	16 (+3)	19 (+4)	21 (+5)

**Proficiency** +5

**Saving Throws** Dex +9, Wis +9, Cha +10

**Skills** History +8, Intimidation +10, Perception +9, Persuasion +10

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhausted, grappled, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft. passive Perception 19

**Languages** Common, Celestial, Infernal

**Challenge** 15 (13,000 XP)

**Incorporeal Movement.** The White Duchess can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

**Legendary Resistance (3/Day).** If the White Duchess fails a saving throw, she can choose to succeed instead.

**Greater Turn Defiance.** The White Duchess and any allied undead within 60 ft. of it are immune to effects that turn Undead.

### ACTIONS

**Multiaction.** The White Duchess makes two attacks.

**Subjugating Strike.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) necrotic damage and the target must succeed on a DC 17 Wisdom saving throw or be charmed for 1 minute. The charmed target must defend the White Duchess. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature succeeds the saving throw or the effect ends, the creature cannot be charmed by this attack for 1 hour.

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learning the fate of her queen or the outcome of the final battle of Kastivan. In a fortunate turn of events, her prison was found by the Whispering Way. As soon as the Whispering Way necromancers freed her, she seized control of their operation, burning with a desire to see fallen Kastivan restored to its former glory.

Despite her significance to the Whispering Way's operation, the group was not aware of her existence or her position within the cabal. A great conspirator went to great lengths to ensure that neither the White Duchess nor the group would become aware of one another until their confrontation was at hand.

**Phantom Bolt.** *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 18 (4d8) necrotic damage and the creature can't regain hit points until the end of the White Duchess's next turn.

**Death's Bells.** A creature within 60 ft. that can hear the White Duchess must succeed a DC 17 Wisdom saving throw or take 13 (3d8) necrotic damage. If the creature is below half of its maximum hit points it takes 18 (4d8) necrotic damage instead.

**Reap Soul (Recharge 5-6).** The White Duchess makes a subjugating strike against a living creature without forcing the creature to make a Wisdom Saving throw. On a hit the attack deals an additional 30 necrotic damage and the creature has disadvantage on attack and saving throws until the end the White Duchess's next turn. If this attack reduces the creature to 0 hit points the creature dies and the White Duchess reaps its soul. The creature cannot be resurrected by any means other than a wish as long as the White Duchess is not destroyed, or releases the soul as an action. A released soul does not ascend to the upper planes if it can find its body within 24 hours of its release. A soul that finds its body can enter it and the creature returns to live with 0 hit points.

**Spellcasting.** The White Duchess casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks). She can cast the following spells without material components:

At Will: *Guidance, Mage Hand, Message, Thaumaturgy*

1/day (each): *Banishment, Create Undead, Destructive Wave, Detect Magic, Hold Monster, Silence, Spirit Guardians*

### LEGENDARY ACTIONS

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

**Death's Bells.** The White Duchess uses Death's Bells.

**Reappear.** The White Duchess becomes invisible and moves up to half of her speed. At the end of the movement she becomes visible.

**Phantom Bolts (2 Actions).** The White Duchess makes two Phantom Bolt attacks.

**Rally the Dead (2 Actions).** Up to 5 undead creatures within 20 ft. of the White Duchess gain 10 temporary hit points and are immune to being charmed, or frightened.