

## DM Tuz Table Scraps: Haunted Prison

### CAPTAIN KURT

Captain Kurt was the first victim that the riots have claimed. He fell victim to the notorious Lopper and now wanders his old guard post as a burning, headless skeleton.

### CAPTAIN KURT

Medium undead, chaotic evil

**Armor Class** 11

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 17 (+3) | 13 (+1) | 15 (+2) | 6 (-2) | 9 (-1) | 5 (-3) |

**Proficiency** +2

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** fire, poison

**Condition Immunities** blinded, exhausted, poisoned

**Senses** blindsight 10 ft. (blind beyond) passive Perception 9

**Languages** understands common but can't speak

**Challenge** 2 (450 XP)

**Burning Aura.** A creature that starts its turn within 5 ft. of Captain Kurt takes 3 (1d6) points of fire damage. Any creature that hits the burning skeleton with a melee attack and is within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage.

**Death Throes.** When Captain Kurt is reduced to 0 hit points by any damage that isn't cold damage, he explodes. Each creature within 5 ft. of Captain Kurt must succeed a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.

### ACTIONS

**Multiattack.** Captain Kurt makes 2 melee weapon attacks.

**Battleaxe (Two-Handed).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage plus 2 (1d4) fire damage.

## Haunted Prison

In the early beginnings of the patreon adventure, the heroes had to descend into a haunted prison to banish the notorious ringleaders of their ghostly revolt, before they could extend their supernatural influence over the nearby town and transform it into a literal ghost town. The following monsters are the many foes the heroes faced when descending into the haunted dungeon.

### BURNING SKELETON

In the tragic incident that led to the prison's haunting, a fire ravaged the lower dungeons of the prison complex, killing countless of inmates that struggled to claw their way out of the depths once the lift was destroyed to keep the prisoners from escaping.

### BURNING SKELETON

Medium undead, chaotic evil

**Armor Class** 13 (armor scraps)

**Hit Points** 17 (3d8 + 3)

**Speed** 30 ft.

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

**Proficiency** +2

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** fire, poison

**Condition Immunities** exhausted, poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** understands all languages it spoke in life but can't speak

**Challenge** 1/2 (100 XP)

**Burning Aura.** A creature that starts its turn within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage. Any creature that hits the burning skeleton with a melee attack and is within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage.

**Death Throes.** When the burning skeleton is reduced to 0 hit points by any damage that isn't cold damage, it explodes. Each creature within 5 ft. of the burning skeleton must succeed a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4+2) slashing damage plus 2 (1d4) fire damage.

### FLAMING BEHEADED

Small undead, chaotic evil

**Armor Class** 11

**Hit Points** 14 (4d6)

**Speed** 0 ft., fly 40 ft. (hover)

| STR    | DEX     | CON    | INT    | WIS    | CHA    |
|--------|---------|--------|--------|--------|--------|
| 7 (-2) | 13 (+1) | 11 (0) | 7 (-2) | 9 (-1) | 5 (-3) |

**Proficiency** +2

**Damage Immunities** fire, poison

**Condition Immunities** exhausted, poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** all languages it spoke in life

**Challenge** 1/2 (100 XP)

**Death Throes.** When the flaming beheaded is reduced to 0 hit points by any damage that isn't cold damage, it explodes. The explosion ignites flammable objects in the area that aren't being worn or carried. Each creature within 5 ft. of the flaming beheaded must succeed a DC 10 Dexterity saving throw or take 7 (2d6) fire damage.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 2 (1d4) fire damage.

**Fire Starter.** The flaming beheaded ignites a flammable object it can see within 10 ft. of itself, that is not being worn or carried.

**Scorching Scream (Recharge 5-6).** The flaming beheaded exhales a 15-foot cone of fire. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

## EXECUTIONER'S SCYTHE

It was a peculiar custom in the prison that executions were performed with a large brutish scythe, designed to decapitate an inmate with ease. This implement of death has garnered the ire of those it killed and the dread of its witnesses. This accumulated into a curse that developed a life of its own. Now after laying unused for decades, it thirsts for more victims.

## EXECUTIONER'S SCYTHE

*Small construct, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 21 (5d6)

**Speed** 0 ft., 50 ft. (hover)

| STR     | DEX     | CON    | INT    | WIS    | CHA    |
|---------|---------|--------|--------|--------|--------|
| 15 (+2) | 15 (+2) | 10 (0) | 2 (-4) | 6 (-2) | 2 (-4) |

**Proficiency** +2

**Saving Throws** Dex +4, Con +2

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** blinded, exhausted, poisoned

**Senses** blindsight 60 ft. (blind beyond) passive Perception 8

**Challenge** 1 (200 XP)

**Haunted.** The executioner's scythe is considered an undead in addition to its other creature types. Additionally, its attacks are magical.

**False Appearance.** While the executioner's scythe remains motionless and isn't flying, it is indistinguishable from a normal great scythe.

### ACTIONS

**Greatscythe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage plus 2 (1d4) necrotic.

## SCREAMING BEHEADED

*Small undead, chaotic evil*

**Armor Class** 13

**Hit Points** 22 (5d6 + 5)

**Speed** 0 ft., fly 40 ft. (hover)

| STR    | DEX     | CON     | INT    | WIS    | CHA    |
|--------|---------|---------|--------|--------|--------|
| 7 (-2) | 16 (+3) | 12 (+1) | 7 (-2) | 10 (0) | 5 (-3) |

**Proficiency** +2

**Saving Throws** Dex +5

**Damage Immunities** poison

**Condition Immunities** exhausted, poisoned

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

**Languages** all languages it spoke in life

**Challenge** 1/2 (100 XP)

### ACTIONS

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

**Scream.** Each non-undead creature within 20 ft. that can see and hear the Screaming Head must make a DC 11 Constitution saving throw or is frightened for 1 minute. The creature can repeat the saving throw at the end of its turn, ending the effect on a successful save. A creature that succeeds the saving throw becomes immune to the screaming head's scream for 24 hours.

## EXECUTIONER'S SCYTHE (CURSED ITEM)

Once the executioner's scythe is defeated, a player can use it as weapon. But the item is cursed, which will become apparent the moment the player becomes attuned to the weapon. The Executioner's Scythe is treated as a Greatscythe of **Vengeance** (see DMG p 206). A greatscythe is a martial melee weapon that deals 2d4 slashing damage on a hit, weighs 6 lb., and has the two-handed and finesse property.

## DIRE STIRGE

The piper commanded their loyal stirges in life. They still feel the piper's otherworldly presence. Colonies of stirges nest within the withered trees of the prison grounds and a few select stirges have been altered by the haunted grounds.

## DIRE STIRGE

*Small beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 33 (6d6+12)

**Speed** 10 ft., 40 ft.

| STR    | DEX     | CON     | INT    | WIS    | CHA    |
|--------|---------|---------|--------|--------|--------|
| 6 (-2) | 20 (+5) | 15 (+2) | 2 (-4) | 8 (-1) | 6 (-2) |

**Proficiency** +2

**Senses** darkvision 60 ft. passive Perception 9

**Challenge** 2 (450 XP)

**Numbing Agent.** A creature that starts its turn with the Dire Stirge attached to it must make a DC 12 Constitution saving throw. On a failed save the creature is poisoned as long as the dire stirge is attached to it. If the creature is already poisoned this way and fails the saving throw, it becomes paralyzed for as long as it is poisoned.

### ACTIONS

**Blood Drain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) piercing damage. The stirge attaches to the target if it is a size large or larger creature, or grapples the creature if the creature is size medium or smaller. While attached or grappling, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 8, 1d6 + 5, hit points due to blood loss and the dire stirge heals for half of the hit points lost.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies. A creature including the target, can use its action to detach the stirge, or if grappled, attempt to escape its grapple.

## BEHEADED

Many inmates found their end by decapitation. Either by the many performed executions on the prison grounds, or at the hand of the Lopper who broke into a fit of murderous mania while the prison depths were consumed by flames.

# The Five Prisoners

During the great revolt, five exceptionally notorious individuals were kept in the prison awaiting their fate. All of them lost their lives in the fire that devastated the complex, but their restless spirits remain in the prison's haunted ruins.

## HAUNTS

Haunts differ from the usual spectral undead found in the Monster Manuals, such as the Ghost or the Specter. Haunts are similar to Ghosts that an unfortunate circumstance keeps their souls from finding peace, like a curse, an gruesome death, or lingering regret. What differs a Haunt from a Ghost though, is that a Haunt is bound to a specific location, called its haunting grounds. This can be a location, such as the place of the soul's gruesome demise, or an object very important to itself. A Haunt cannot willingly leave this haunting ground. Whenever a Haunt is destroyed, it will manifest at its haunting ground at midnight of the following day. A Haunt can be put to rest by a variety of means, depending on the circumstance that binds it. For example if a haunt is bound by its wrongful murder, bringing justice to the culprit could cause the spirit to move on.

Ghosts, Specters, and other spectral undead can easily be converted to Haunts by assigning a haunting ground, a reason that keeps it to move on, and a method of freeing it.

Running an encounter with Haunts does not have to work like your typical monster encounter. Haunts work best as a type of Monster and Trap hybrid, as the Haunt is locally bound to its haunting ground and typically should be harder to deal with than a monster or other obstacle.

## HAUNT SYPHON

*Uncommon Wonderous Item (consumable)*

This glass vial is held in an iron casing of necromantic design. Within the vial coils a small wisp in a vortex. The Haunt Syphon is a favored tool among exorcists to fight restless spirits.

You can use an action to open the Haunt Syphon. Each spectral undead, such as a Ghost, a Haunt, or a Spectre, within 20 ft. of you must make a DC 13 Constitution saving throw, taking 3d6 force damage on a failed save, and half as much on a successful one. The Haunt Syphon then will become a Filled Siphon which contains the spectral remnants of the absorbed ghosts.

### Filled Syphon:

*adventuring gear (consumable)*

**Category:** Items

**Damage:** 1d6

**Damage Type:** Necrotic

**Properties:** Improvised Weapons, Thrown

**Range:** 20/60

## DM Tuz Table Scraps: Haunted Prison THE MOURNING MARAUDER

The mourning marauder was once a timid artisan that followed his work with dedication to provide for his beloved wife. Upon learning of his wife's infidelity though, an unexpected side of him emerged. In a moment of uncontrolled, jealous rage the artisan murdered his wife with his trusted hammer, shattering her skull in one blow. When the artisan came to his senses and found his beloved wife dead by his hands, he spiraled into despair and guilt-driven mania. In his delusion the artisan tried to piece together his wife's skull, making use of his craftsmanship, convinced that this will return her back to life. Unfortunately one piece of the skull's fragments was never found.

To find the right replacement shard of skull fragment, the artisan then started to stalk and murder people wandering the night, becoming the Mourning Marauder. Eventually, the local authorities got involved and quickly apprehended the careless marauder, but not after he claimed the lives of a dozen innocents.

## THE FALSE PRIEST

While not technically a murderer, the False Priest committed numerous acts of blasphemy. The False Priest was a traveling con man that claimed to be a priest of any number of faiths, providing fake blessings and fake miracle cures to the faithful in exchange for money.

By the time he was confronted by the constabulance, he had amassed a great number of followers under his control. In the ensuing battle of his failed escape attempt, several misled believers and constables lost their lives. Once apprehended the local churches and temples demanded for him to face capital punishment for his blasphemous crimes.

## THE VILE PIPER

The Vile Piper's true identity or origins was never found out. What was only known is that they were a vagabond hagspawn with a peculiar affection for stirges who were delighted by the tunes of their flute.

The Vile Piper always announced themselves to their victims with a mournful tune of their flute, before attacking and abducting them. The Piper would then drug them with a paralyzing concoction and then play their flute to alert their beloved stirges to the presented meal while the victim was fully aware.

At first the Vile Piper was dismissed as a local legend, that the occasional disappearances were credited to until they were apprehended by an independent investigator, to everyone's surprise.

## THE LOPPER

The Lopper was an crazed axe murderer in his time. He would pick a target, stalk it and observe it, and then set up to strike and behead his terrified victims with a sadstic cackle.

Even contained in prison, he proved to be an extremely dangerous individual. After several incidents in which he murdered fellow inmates, he was kept in solitary confinement at the bottom of the prison's deepest oubliette to await his sentence.

## THE SPLATTER MAN

Renowned and well respected professor by day, and sadistic trap maker by night. The Splatter Man was obsessed with the concept of names and the power that they have over people and objects.

He would carefully choose his victims from his many students and would arrange for this student to meet him after class. The Splatter Man would then use his magic to incapacitate the student. The student would later wake up in a dungeon filled with complex traps of sadistic design. The Splatter Man would promise the student freedom if they were to solve the many peculiar puzzles of his twisted dungeon. Each puzzle solved would spell the victim's name and once the victim's name was completely spelled out, the Splatter Man would kill them with their final trap, hidden under the guise of an escape.

## MOURNING MARAUDER

*Medium undead, chaotic evil*

**Armor Class** 11 (natural armor)

**Hit Points** 27 (5d8 + 5)

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

| STR     | DEX     | CON     | INT    | WIS    | CHA     |
|---------|---------|---------|--------|--------|---------|
| 15 (+2) | 12 (+1) | 12 (+1) | 10 (0) | 8 (-1) | 16 (+3) |

**Proficiency** +2

**Skills** Medicine +1

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

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

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

**Languages** understands common but can't speak

**Challenge** 2 (450 XP)

**Incorporeal Movement.** The Mourning Marauder can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

**Haunting.** The Mourning Marauder is bound to a haunting ground (for example the broken skull of his dead wife) and cannot move away further than 30 ft. from it willingly. If the Mourning Marauder starts his turn further away than 30 ft. from his haunting ground, he teleports back to it. If the Mourning Marauder is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the Mourning Marauder materializes again at full hit points in his haunting grounds.

### ACTIONS

**Guilt-Heavy Hammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage and the creature is haunted by the Mourning Marauder as a ghostly fragment of its skull manifests orbiting the Marauder. A creature is haunted by the Mourning Marauder for 1 minute, or until the Mourning marauder is destroyed. When a haunted creature starts its turn, it must succeed on a DC 13 Wisdom saving throw. On a failed save the creature is stunned until the end of its turn. If the creature succeeds the saving throw by 5 or more, it is no longer haunted and the ghostly skull fragment disappears.

## FALSE PRIEST

*Medium undead, neutral evil*

**Armor Class** 10

**Hit Points** 22 (5d8)

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

| STR    | DEX    | CON    | INT     | WIS    | CHA     |
|--------|--------|--------|---------|--------|---------|
| 6 (-2) | 11 (0) | 10 (0) | 12 (+1) | 11 (0) | 17 (+3) |

**Proficiency** +2

**Skills** Deception +5, History +3, Religion +5

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

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

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

**Languages** Common, Celestial, Infernal

**Challenge** 2 (450 XP)

**Incorporeal Movement.** The False Priest can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

**Haunting.** The False Priest is bound to a haunting ground (for example his prison cell) and cannot move away further than 30 ft. from it willingly. If the False Priest starts his turn further than 30 ft. away from his haunting ground, he teleports back to it. If the False Priest is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the False Priest materializes again at full hit points in his haunting grounds.

**Unseen.** The False Priest is always invisible to the naked eye. Spells such as *Detect Evil And Good* or *See Invisibility* reveal the presence of the False Priest's ghost.

### ACTIONS

**Haunt of False Death.** The False Priest haunts a humanoid creature he can see within 30 ft. of him and that is not aware of the False Priest. The False Priest haunts the creature until next midnight or when reduced to 0 hit points. When the False Priest haunts a creature, he will follow that creature, hovering just over the ground with his hand resting on the creature's shoulder, moving with it whenever it does.

When a creature haunted by the False Priest takes any damage, it must succeed on a DC 13 Wisdom saving throw. On a failed save the creature falls unconscious for the duration of the haunt. The haunted creature appears as if it just died, but a successful DC 13 Wisdom (Medicine) check will reveal that the creature is still alive.

While unconscious the creature dreams of "waking up" in a church or temple of its own faith (or closest local temple if the creature is of no faith) talking to a priest that exclaims that he raised the creature from the dead. He then will continue to explain that the creature died months ago and involve the creature in a lengthy conversation. The haunted creature repeats the Wisdom saving throw at the end of each turn to disbelieve this dream and see through the False Priest's lies. On a successful save the False Priest takes 1d8 force damage, on a failed save the haunted creature takes 1d8 necrotic damage. A creature under the effect of *Protection From Evil And Good* has advantage on the repeated saving throws.

The unconscious creature's actual body becomes wrapped in visible, spectral chains and bonds that tighten with each failed saving throw, dragging the creature's soul out of its body. These chains are the extension of the False Priest, meaning that any attack targeting these chains targets the False Priest.

## THE VILE PIPER

Medium undead, chaotic evil

**Armor Class** 11

**Hit Points** 22 (5d8)

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

| STR    | DEX     | CON    | INT    | WIS     | CHA     |
|--------|---------|--------|--------|---------|---------|
| 8 (-1) | 12 (+1) | 10 (0) | 10 (0) | 12 (+1) | 17 (+3) |

**Proficiency** +2

**Skills** Perception +3, Performance +5

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

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

**Incorporeal Movement.** The Vile Piper can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

**Haunting.** The Vile Piper is bound to a haunting ground (for example the stirge nest) and cannot move away further than 30 ft. from it willingly. If the Vile Piper starts their turn further than 30 ft. away from their haunting ground, they teleport back to it. If the Vile Piper is reduced to 0 hit points, they will be temporarily banished. At midnight of the next day, the Vile Piper materializes again at full hit points in their haunting grounds.

**Terrifying Tune.** While the Vile Piper plays their flute, each creature that starts its turn within 60 ft. of the piper, that can hear them play must, make a DC 13 Wisdom saving throw. On a failed save a creature has disadvantage on all Wisdom saving throws until the beginning of their next turn.

### ACTIONS

**Haunting Dirge.** A humanoid within 60 ft. of the Vile Piper that can hear them must succeed on a DC 13 Wisdom saving throw or be haunted by the Vile Piper for as long as the creature can hear the Piper play their flute. A creature haunted by the Vile Piper is frightened. As long as the creature is frightened, it becomes paralyzed. At the end of a frightened creature's turn, it repeats the saving throw. On a failed save the creature takes 3 (1d6) necrotic damage as blood drips from dozens of tiny punctures over its body. On a successful save the creature is no longer frightened. Once a creature succeeds the saving throw or the effect on it ends, it becomes immune to the piper's haunting dirge for 24 hours.

## THE LOPPER

Medium undead, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8+18)

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

| STR     | DEX     | CON     | INT    | WIS    | CHA     |
|---------|---------|---------|--------|--------|---------|
| 17 (+3) | 14 (+2) | 16 (+3) | 8 (-1) | 7 (-2) | 16 (+3) |

**Proficiency** +2

**Skills** Stealth +4

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

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common

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

**Blood Craze.** Anytime a creature within 30 ft. of the Lopper loses hit points from the Lopper's Head Hungry Axe's bleeding effect, the Lopper regains hit points equal to the hit points lost. When the Lopper kills a creature, he regains 9 (2d8) hit points.

**Decapitation.** When the Lopper scores a critical hit against a creature and the damage of the attack reduces it to 0 hit points, it is decapitated and dies.

**Fear of Fire.** When the Lopper takes fire damage, he must succeed a DC 10 Wisdom saving throw or has disadvantage on all attack rolls he makes until the end of his next turn.

**Frenzy (Recharges 5-6).** The Lopper uses a bonus action to make a head hungry axe attack.

**Haunting.** The Lopper is bound to a haunting ground (for example the oubillette) and cannot move away further than 30 ft. from it willingly. If the Lopper starts his turn further than 30 ft. away from his haunting ground, he teleports back to it. If the Lopper is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the Lopper materializes again at full hit points in his haunting grounds.

**Incorporeal Movement.** The Lopper can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if he ends his turn inside an object.

### ACTIONS

**Head Hungry Axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) necrotic damage and if the target is a not a construct or undead creature, it suffers a haunted wound for 1 minute. A wounded creature takes 3 (1d6) necrotic damage at the start of its turn. When the creature regains 1 hit point or a creature uses an action to expend one use of a healer's kit to heal the creature, the wound closes. A creature can suffer only one haunted wound at a time.

### REACTIONS

**No Escape.** When a creature that began its turn within 5 ft. of the Lopper ends its turn 10 ft. or further away from it, the Lopper moves up to its speed towards the triggering creature without provoking opportunity attacks.

## DM Tuz Table Scraps: Haunted Prison

### THE NEVERMORE

## THE SPLATTER MAN

Medium undead, neutral evil

**Armor Class** 11

**Hit Points** 44 (8d8+8)

**Speed** 30 ft.

| STR    | DEX    | CON     | INT     | WIS     | CHA     |
|--------|--------|---------|---------|---------|---------|
| 6 (-2) | 13 (0) | 12 (+1) | 17 (+3) | 14 (+2) | 16 (+3) |

**Proficiency** +2

**Skills** Arcana +5, History +5, Insight +4, Investigation +5

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

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic, Dwarf, Elven

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

**Incorporeal Movement.** The Splatter Man can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

**Haunting.** The Splatter Man is bound to a haunting ground (for example his cellblock) and cannot move away further than 30 ft. from it willingly. If the Splatter Man starts his turn further than 30 ft. away from his haunting ground, he teleports back to it. If the Splatter Man is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the Splatter Man materializes again at full hit points in his haunting grounds.

**Spellcasting.** The Splatter Man is a 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +3 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *Dancing Lights*, *Mage Hand*, *Minor Illusion*

1st level (4 slots): *Alarm*, *Magic Missile*, *Identify*

2nd level (3 slots): *Detect Thoughts*, *Levitate*

3rd level (3 slots): *Fear*, *Conjure Animals*

4th level (2 slot): -

### ACTIONS

**Necrotic Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

**Command the Named.** The Splatter Man targets a humanoid within 30 ft. of himself. If the Splatter Man knows the creature's name (first name suffices) he forces the creature to make a DC 13 Wisdom saving throw. On a failed save the creature is charmed until the creature is reduced to 0 hit points, or the spell *Dispel Evil And Good* is cast on it. A charmed creature obeys the commands of the Splatter Man and is under his control. The Splatter Man can end the charm effect on the creature as a bonus action on his turn.

The first time in a turn a creature deals damage to the Splatter Man, or destroys a blood written letter of the charmed creature's name, it repeats the saving throw, ending the charm effect on a success. Alternatively, sprinkling the creature with holy water allows it to repeat the saving throw with advantage.

**Possession.** The Splatter Man targets an unconscious creature with a Wisdom score of 0 within 5 ft. of himself. If he knows the creature's name, he possesses the creature's body, following the same rules as the *Ghost's* possession.

The Nevermore was one of the many named cellblocks of the prison complex. There the notorious Splatter Man was kept in its oubliette. From there the Splatter Man created his masterplan of escape and set in motion the series of events that would lead to the prison's uprising and following tragedy.

Because of the noble sacrifice of the prison's head-warden escape was denied to the Splatter Man and the other inmates. Just like the other prisoners, the Splatter man finds no rest until he had his revenge on the living and freed the restless ghosts from their prison. He haunts the nevermore, ever plotting and biding his time for an opportunity to break the shackles that bind him and the other prisoners to the ruined dungeons.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Splatter Man takes a lair action to cause the following effect:

- Each living creature in the Nevermore must make a DC 14 Wisdom saving throw. On a failed save a letter of the creature's name appears on the nearest wall written in blood, starting with the first letter and working in order to the end. If the creature's full name is already written on the wall, the effect starts writing the creature's name over again. For each letter of a creature's name written, the creature loses 2 points of Wisdom until it finishes a long rest, or the Splatter Man is reduced to 0 hit points. A creature that lost points of Wisdom this way is overcome by the paranoia of their soul being stolen through their name appearing on the wall. When this reduces a creature's Wisdom to 0, it falls unconscious until at least 1 point of Wisdom is restored. The bloody letters on the wall can be targeted and damaged with attacks (AC 10) and any attack that hits and deals at least 1 damage or more destroys the letter, restoring the 2 points of lost Wisdom to the associated creature.

### DEFEATING HAUNTS

As you can see, the Haunts described here have very strong resistances and immunities, different from normal spectral undead. These Haunts are meant to be hard to fight with common means and will need preparation from the player's side to be dealt with. For that purpose give your group enough heads-up about what fighting these Haunts entails and time to prepare. Holy Water, Scrolls of *Magic Weapon*, *Alchemist's Fire*, and more are excellent options for fighting the restless undead. But alternatively, if you want to keep the challenge lower and have encounters be more forgiving against Haunts, consider to change their resistances and immunities in accordance to other common spectral undead.

# THE FIVE PRISONER'S BELONGINGS

Within the hidden vault of the prison's ruins are the personal belongings of the notorious criminals kept. The malevolence of their wicked deeds still lingers upon these items, manifesting in many curses that can catch careless adventurers by surprise. When identifying these objects, the players will not learn of its curses, but will notice a lingering evil upon each of these items if *Detect Evil and Good* is cast on them.

## FALSE HOLY SYMBOLS

*Uncommon Wonderous Item (requires attunement)*

A dozen counterfeit holy symbols dangle on a fine silver chain. While attuned to the false holy symbols, they can be used as holy symbols of any faith and the attuned creature has advantage on Intelligence (Religion) checks and Charisma (Deception) checks made to convince another creature that the attuned creature is of its faith.

**Curse:** Once a creature attunes to the false holy symbols, it becomes cursed and cannot break attunement for as long as the curse remains. While cursed, the creature becomes unable to state its true faith and whenever the creature casts a cleric, druid, or paladin spell, it must succeed a Charisma saving throw or the spell fails. The saving throw equals 10 plus the spell's level.

## GUILT-HEAVY HAMMER

*Uncommon Light Hammer*

The artisan's trusted hammer is a magical light hammer that functions also as a set of artisan tools.

**Curse:** Once a creature uses the hammer in combat or as artisan tools, it becomes cursed. As long as a creature is cursed, it is unwilling to part with this hammer and keeps it at its person at all times. While cursed, an attack made with this hammer that hits a creature in the first round of combat forces the hit creature to succeed a DC 13 Wisdom saving throw or be stunned until the end of the wielder's next turn. When the cursed creature rolls initiative, it must succeed a DC 13 Wisdom saving throw or use its reaction to move up to half of its speed and make an attack with this hammer against the nearest creature the cursed creature considers an ally. If this attack hits the cursed creature is immediately wrecked by guilt and subtracts 1d4 from any attack roll or saving throw it makes for one minute.

## BUZZING FLUTE

*Uncommon Wonderous Item*

This slender silver flute's tunes sound distorted and trembling with every note, as if trying to emulate a buzzing sound. Playing this flute as an action attracts stirges within 200 ft. to its tune and will negate the Vile Piper's *Terrifying Tune* effect for each turn the flute is played within its area of effect.

**Curse:** Once a creature begins to play the flute, it must make a DC 13 Wisdom saving throw. On a failed save the creature is charmed for as long as it holds the flute or is reduced to 0 hit points. A charmed creature will not relin-

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quish the flute must spend its turn staying in place and use its action to continue playing the flute. At the end of each round the creature must make a DC 13 Constitution saving throw. On a failed save the creature takes 1d4 necrotic damage as blood begins dripping from the creature's eyes, ears, and fingertips. On a successful save a creature takes half as much damage. Another creature can attempt to wrestle the flute out of the performing creature's hands by succeeding a contested Strength (Athletics) check.

## LOOPING AXE

*Uncommon Handaxe*

This bloodstained handaxe is the Lopper's favored murder weapon. The bloodstained on the blade and handle cannot be cleaned by any means. This magic handaxe has a +1 bonus to attack and damage rolls made with this weapon. Additionally this bloodstained axe ignores resistances and immunities to slashing damage of spectral undead, such as ghosts and haunts.

**Curse:** Once a creature uses the Lopping Axe in combat, the creature becomes cursed. While cursed, the creature cannot let go of the axe. At the dawn of each day, if the cursed creature has not decapitated a humanoid creature it deemed innocent in the previous night, it loses 1 point of Constitution until the curse is broken and will feel a sharp pain in its neck. If this reduces the creature's Constitution to 0 its head detaches as if decapitated and the creature dies.

## BLOODSTAINED NOTEBOOK

This old notebook is not a magical item in of itself, but bears direct link to the Splatter Man, who is always aware of its exact location as long as it is on the material plane. Anyone who reads this book will find their name scribbled in the book in crimson ink among horrific, and detailed descriptions of their gorey demise by the hand of the Splatter Man's twisted contraptions. At a second glance though, the name is replaced by the name of one of the Splatter Man's former victims, written in common black ink. Upon reading one's name in the notebook, a creature becomes cursed until the curse is broken, or the Splatter Man is banished for good.

The cursed creature becomes obsessed with the book, hoping to find its name in the book again and will not relinquish the book willingly. Instead of finding their name in the book though, the creature will periodically have visions of their name being partially spelled out in blood in unlikely areas and surfaces. The cursed creature is the only one who can see these visions and upon a second look the scribings vanish.

A cursed creature suffering these visions becomes paranoid and fearful, and suffers disadvantage on all saving throws against being frightened, as well as against the Splatter Man's lair actions. Whenever the creature has to do an extended task related to written words, such as making an Investigation check to read a book, preparing spells from their spell book, or reading a spell scroll, they must succeed a DC 13 Wisdom saving throw or become too fearful to do the task.

When being within 30 ft. of the Splatter Man, the cursed creature can use an action rip out a page (or pages) from the book to deal 2d6 force damage to the Splatter Man, but has to succeed a DC 13 Wisdom saving throw to do so.

# Manifestations:

The lingering echoes of the tormented souls who found their tragic demise at the end of the prison are still tangible in this forsaken dungeon. Supernatural events called Manifestations are caused by the presence of restless spirits, and are found in places that bear tragic histories.

## MANIFESTATIONS

What would a haunted location be without the classics such as a slamming door, a cold spot and rattling chains? Manifestations are commonly found in haunted areas and are created from a Haunt's presence. Once the Haunt (or Haunts) of an area have been dealt with, the manifestations will cease as well.

Manifestations are traps with a supernatural twist to them. Though, manifestations differ in a number of ways from traps:

- Casting *Detect Evil and Good* will allow a creature to detect the presence of a manifestation in range.
- The manifestation has hit points like a creature, this represents the strength of the manifestation itself. Once its hit points reach 0 the manifestation is neutralized and its effect ends. If the manifestation is separate from the object it may inhabit.
- A manifestation can be attacked directly, if the **Source** of it can be located. The nature of a manifestation determines its **Resistances** and **Immunities**.
- A creature can find subtle hints of a manifestation's presence using its **Perception**.
- Like a trap, a manifestation has **Activation** triggers. When a manifestation activates, and its effect persists into the following rounds same as a *Complex Trap*, it always acts on initiative count 10, always acting after creatures that have the same initiative count. This kind of manifestation is called a **Persistent Manifestation**.
- A manifestation can have an **Area of Effect** in which it is active. The manifestation cannot willingly leave the area if it is able to move.
- A neutralized manifestation is not necessarily destroyed. Manifestations will **Reset** again after a certain period of time and return to its maximum hit points, unless a specific action is taken, or the Haunt causing the manifestation is laid to rest. A specific method in which a manifestation can be permanently neutralized is called **Pacification**.

## BLOODY HANDPRINTS

Bloody handprints mark the site of a violent death.

**Source.** A wall or other surface.

**Hit Points.** 2 (1d4)

**Immunities.** necrotic, poison, psychic

**Perception.** DC 12, the character notices faded bloody handprints on the surface.

**Activation.** Any living creature touches the surface.

**Effect.** Further bloody handprints materialize on the surface the creature touches and the triggering creature must succeed a DC 12 Wisdom saving throw or take *Setback* psychic damage as its mind is flooded of visions of its own violent murder.

**Reset.** The bloody handprints reset every midnight. When a creature fails its saving throw against its effect, its own bloody handprint will be added to the handprints after it resets.

**Pacification.** The murder that transpired at this location must be solved.

## BUMP IN THE NIGHT (PERSISTENT)

A common manifestation; the restless spirits of the haunted grounds let intruders know of their presence. Disembodied knockings, unintelligible whispers, raspy breathing, and other noises can either mean a call for help or a heed of warning.

**Source.** A ceiling, floor, or wall from which the sounds emanate from.

**Hit Points.** 5 (2d4)

**Resistances.** cold, necrotic, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons.

**Immunities.** poison, psychic

**Perception.** DC 12, the character hears a faint knocking or scratching from the ceiling, floor, or wall.

**Activation.** Any living creature enters its area of effect.

**Effect.** Each creature within 5 ft. of the manifestation must make a DC 12 Wisdom saving throw. On a failed save the creature is frightened by the bump in the night for 1 minute. A creature that fails its saving throw by 5 or more must use its reaction to move up to its speed away from the bump in the night. A frightened creature repeats the saving throw at the end of its turn, ending the effect on a success. Once a creature succeeds on its saving throw, or the effect ends, a creature is immune to the bump in the night for 24 hours.

**Reset.** The bump in the night resets at every midnight.

**Pacification.** If a character can successfully communicate with the restless spirits that cause the manifestation, they will ask the character for a request. Once the request is fulfilled the bump in the night will be at rest. The request can range from having the spirits mortal remains be laid to rest, execute revenge, or something else entire.

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### **BURIED ALIVE** **(PERSISTENT MANIFESTATION)**

Spectral hands reach from below to force another soul to join their grisly grave.

**Source.** Spectral hands reaching from a 10 by 10 foot square of floor or loose earth.

**Hit Points.** 15 (6d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage

**Immunities.** poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Perception.** DC 13, the character notices scratching or tremors from the ground.

**Activation.** A living creature enters the 10 by 10 foot square.

**Effect.** Spectral hands reach from the ground to draw a creature below. Each creature in the manifestation's area must succeed a DC 13 Strength saving throw or is restrained, escape DC 13. A creature that starts its turn restrained by the buried alive takes *Setback* necrotic damage.

**Reset.** The buried alive reset every midnight.

**Pacification.** The bodies that cause the manifestation are exhumed and given a proper burial.

### **CALL OF THE VOID**

An invisible hand pushes you to your demise, as it did with all of its past victims.

**Source.** The edge of a fall, such as the edge of a rooftop, an open window, or a cliff.

**Hit Points.** 5 (2d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Immunities.** poison, psychic

**Perception.** DC 16, the character hears the echo of a falling scream.

**Activation.** A living creature is within 5 ft. of the edge looks down from it.

**Effect.** The manifestation makes an attack against the triggering creature with +7 to hit. On a hit the creature is pushed 5 ft. over the edge and (most likely) falls.

**Reset.** The call of the void resets every midnight.

**Pacification.** The true identity of the murderer who pushed its victims to their death must be revealed.

### **CLAMPING SHACKLES** **(PERSISTENT MANIFESTATION)**

This abandoned pair of manacles yearn for the touch of warm skin against their cold steel once more.

**Source.** A pair of manacles, either alone or attached to the wall or floor with a metal ring.

**Hit Points.** 10 (4d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons.

**Immunities.** poison, psychic

**Perception.** DC 14, the character noticed the manacles clicking and rattling in anticipation.

**Activation.** Any living creature that enters a radius of 5 ft. around the manacles will activate them.

**Area of Effect.** 20 ft., (5 ft. when attached to a wall)

**Effect.** The manacles will fly through the air and attempt to grapple creatures within its area of effect. A creature in the area of effect must succeed a DC 11 Dexterity saving throw, or the manacles will latch onto the creature's wrist. As long as the manacles bind the creature, it has disadvantage on attack rolls. If the manacles are attached to a wall with a metal ring, the bound creature also cannot move away further than 5 ft. from the manacles.

A creature can attempt to break the manacle's chains with a successful DC 22 Strength check. Doing so the creature will no longer have disadvantage on attack rolls, but the manacles will still be attached to the creature's wrists. The manacles can be opened with their specific key. Without a key, a creature can pick the manacles' lock using Thieves' Tools with a successful DC 15 Dexterity check.

**Reset.** The clamping shackles reset at every midnight and are fully repaired if damaged.

**Pacification.** The manacles are destroyed with an adamantite weapon.

### **COLD SPOT** **(PERSISTENT MANIFESTATION)**

A sudden drop in temperature signifies clusters of restless spirits that shared a similar trauma in this significant area.

**Source.** A 10 by 10 ft. square area.

**Hit Points.** 5 (2d4)

**Resistances.** necrotic.

**Immunities.** cold, poison, psychic; bludgeoning, piercing, and slashing damage

**Perception.** DC 15, a tangible cold emanates from this spot.

**Activation.** Any living creature that enters the area.

**Effect.** Each creature in the area of the cold spot must make a DC 15 Constitution saving throw, taking *Dangerous* cold damage, or half as much on a successful one.

**Reset.** The cold spot resets every midnight.

**Pacification.** The cold spot must be reduced to 0 hit points by a source of fire damage.

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### GORY MEAL

An enticing snack reveals its gruesome content upon consumption.

**Source.** A piece of food, or a meal.

**Hit Points.** 2 (1d4)

**Resistances.** necrotic

**Immunities.** poison, psychic

**Perception.** DC 13, the character notices a piece of gore such as a tooth of finger sticking out of the presented food.

**Activation.** One round passes after a creature eats the food.

**Effect.** Upon a second look the food is suddenly filled with maggots, human teeth, mice heads, and other gruesome fillings. Each creature that has eaten the meal must succeed a DC 13 Constitution saving throw or is poisoned for one minute. A poisoned creature repeats the saving throw at the end of its turn, ending the effect on a success. A creature that fails its initial or following saving throw by 5 or more must spend its action during its next turn retching and purging.

Once a creature fails its saving throw against the gory meal, it must succeed a DC 13 Wisdom saving throw whenever it attempts to consume drink, food, or a potion, or is overcome with the images of the gory meal and cannot bring itself to consume the drink, food, or potion and must wait 1 hour before attempting again. This effect lasts until the creature finishes a long rest.

**Reset.** The gory meal resets every midnight.

**Pacification.** A creature consumes and finishes the entire gory meal, despite being aware of its contents.

### HELL FURNACE (PERSISTENT MANIFESTATION)

This furnace was once used as an instrument for an agonizing death. The furnace's fire has long since died, but not its appetite for burnt flesh.

**Source.** A fireplace or furnace.

**Hit Points.** 25 (10d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons.

**Immunities.** fire, poison, psychic

**Perception.** DC 15, the character notices that the resting furnace is still warm.

**Activation.** A living creature enters an area within 5 ft. of the furnace.

**Effect.** Each creature in a 20 foot cone originating from the hell furnace must make a DC 14 Dexterity saving throw, taking *Dangerous* fire damage on a failed save and half as much on a successful one.

**Reset.** The hell furnace resets every midnight and is fully repaired if damaged.

**Pacification.** The fireplace or furnace is destroyed and the human ashes in its fireplace are given a proper burial.

### IRON MAIDEN

#### (PERSISTENT MANIFESTATION)

This old instrument was used in ancient religious practices for the purpose of purification by bloodletting. Most often the subjects being purified were not cooperative. Their screams for salvation still echo in the hollow of the iron maiden.

**Source.** An iron maiden.

**Hit Points.** 25 (10d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons.

**Immunities.** poison, psychic

**Perception.** DC 16, the character hears faint murmurs emanating from the iron maiden.

**Activation.** A living creature enters a radius within 20 ft. of the iron maiden and sees it.

**Effect.** The iron maiden opens and the closest creature within 20 ft. of it that can see the iron maiden must succeed a DC 16 Wisdom saving throw against illusions. On a failed save the creature sees a bound loved one within the iron maiden, terrified and calling out for help. The creature will use its movement on its next turn to move into the iron maiden to free the bound figure within. Once a creature enters the iron maiden, it slams shut, trapping the creature inside. As long as the iron maiden has a creature trapped, it will not lure another creature inside of it. A trapped creature is blind and restrained. A creature that starts its turn trapped inside the iron maiden must make a DC 16 Wisdom saving throw. On a failed save a creature takes *Dangerous* necrotic damage and its maximum hit points are reduced by the same amount until the creature finishes a long rest. On a successful save the creature takes half as much damage and its maximum hit points are not reduced. A creature's maximum hit points cannot be reduced to below 1 hit point by the iron maiden and the iron maiden's necrotic damage cannot reduce a creature to below 1 hit point. Once a creature succeeds its initial Wisdom saving throw against the iron maiden's illusion, it is immune to its illusion for 24 hours.

The trapped creature is freed when the manifestation is neutralized, or the trapped creature or another creature that can reach the iron maiden succeeds a DC 18 Strength check to force the iron maiden open.

**Reset.** The iron maiden resets every midnight and is fully repaired if damaged.

**Pacification.** The iron maiden and any instrument of religious torture found in its torture chamber must be destroyed.

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### JUMPSCARE

A sudden and fleeting manifestation appears and lets out it's wailing screech.

**Source.** An object of surface.

**Hit Points.** 5 (2d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage

**Immunities.** poison, psychic, thunder

**Perception.** DC 14, the character notices a faint breathing that readies itself to scream.

**Activation.** Any living creature interacts with the object or surface.

**Effect.** Each creature that can see or hear the manifestation in a 30 ft. cone originating from the manifestation must succeed on a DC 14 Wisdom saving throw, or drop whatever it is holding and become frightened for 1 minute. While frightened, the creature must take the dash action to move away from the room the manifestation inhabits (of if not applicable to a location where it does not have line of sight to the source of the manifestation). When moving the creature takes the safest route available unless there is nowhere else to move. If the creature ends its turn where it doesn't have line of sight with the manifestation, the creature repeats the saving throw, ending the condition on a success.

**Reset.** The jump scare resets every eight hours.

**Pacification.** A creature rolls a natural 20 on its initial Wisdom saving throw.

### LAUGHING TAXIDERMY (PERSISTENT MANIFESTATION)

This taxidermy collection appears eerie as it is...but then they begin to laugh.

**Source.** All stuffed animals arranged in a room.

**Hit Points.** 30 (12d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

**Immunities.** poison, psychic

**Perception.** DC 18, the character notices the twitching mouths of the stuffed animals who appear to be holding in laughter.

**Activation.** One or more living creatures enter the room and inspect the collection of taxidermy mounts.

**Effect.** All stuffed animals in the room begin to cackle and laugh for as long as the manifestation is active. Each creature in the room that can hear the laughter must succeed a DC 15 Wisdom saving throw. On a failed save a creature begins to laugh uncontrollably for as long as the creature hears the cackling animals. A laughing creature is incapacitated, as it is too distracted from laughing. At the end of a laughing creature's turn it repeats the saving throw. On a successful save the effect ends, and on a failed save the creature takes *Dangerous* psychic damage. Once a creature's saving throw is successful, it has advantage on all saving throws against the laughing taxidermy for 1 hour.

**Reset.** The laughing taxidermy resets every midnight and any damaged taxidermy mounts are repaired.

**Pacification.** Cloths drenched in holy water must be stuffed into the mouths of the taxidermy mounts.

### MARKING BRANDS (PERSISTENT MANIFESTATION)

This branding iron marked the condemned. The fear of its mark still inhabits this old tool.

**Source.** A branding iron.

**Hit Points.** 7 (3d4)

**Resistances.** cold, fire, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Immunities.** poison, psychic

**Perception.** DC 13, the character notices how the branding iron's tip begins to glow with heat.

**Activation.** A living creature enters a 10 ft. radius of the branding iron.

**Area of Effect.** The room the branding iron was left behind in.

**Effect.** The marking brand makes an attack against a creature in its area of effect, which has +6 to hit. On a hit the creature takes setback fire damage and bears the branding iron's mark. This mark will not disappear until it is removed with the *Remove Curse* spell.

**Reset.** The marking brands reset every midnight and the branding iron is fully repaired if damaged.

**Pacification.** The branding irons are broken and wrapped in cloth that is drenched with holy water.

### MURDER MIRROR

This unassuming mirror is covered with a heavy crimson cloth.

**Source.** A mirror.

**Hit Points.** 2 (1d4)

**Resistances.** cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Immunities.** poison, psychic

**Perception.** DC 16, the character notices blood dripping from underneath the crimson cloth.

**Activation.** A living creature removes the cloth and looks in the mirror.

**Effect.** The creature notices a vaguely humanoid figure behind itself in the mirror's reflection. The figure attacks the creature's mirror image and the murder mirror makes a +9 attack against the creature. On a hit the creature takes *Dangerous* magical piercing damage. After a successful hit, the mirror's reflection is covered in blood, making it unable to see anything within and the creature no longer has a reflection in a mirror or similar reflective surface until it finishes a long rest.

**Reset.** The murder mirror resets every midnight. If the mirror was broken, it is completely repaired.

**Pacification.** The mirror is destroyed with thunder damage and its shards are pulverized and buried while speaking a prayer.

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### TRAPPING PAINTING

A lonely painting hangs on the wall. Its contents show a melancholic scene. But something seems to be missing.

**Source.** A painting.

**Hit Points.** 30 (12d4)

**Resistances.** necrotic

**Immunities.** poison, psychic

**Perception.** DC 17, the character notices that the paints are slowly shifting and turning (the character notices this while being within 20 ft. of the painting.)

**Activation.** A living creature within 5 ft. of the painting looks at it.

**Effect.** The triggering creature must succeed a DC 17 Wisdom saving throw or be trapped within the painting for as long as the manifestation is not neutralized. While trapped, the creature is incapacitated and the trapped creature appears in the painting. A creature freed from the painting appears in an unoccupied space within 5 ft. of the painting.

**Reset.** The painting resets every midnight.

**Pacification.** The painting must be completed with the same batch of pigments that were used to paint it.

### PHANTOM RIDER

The rider's delivery was urgent. They could not stop to check on the person they just ran over. The uncertainty over the victim's fate will haunt the rider forever.

**Source.** A phantasmal rider that rides the same route every night.

**Hit Points.** 15 (6d4)

**Resistances.** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Immunities.** poison, psychic

**Perception.** DC 15, the character hears an approaching rider.

**Activation.** One or more living creatures traverse the path of the phantom rider.

**Effect.** Each creature in a 40 ft. line that is 10 ft. wide must make a DC 15 Dexterity saving throw. On a failed save the creature takes *Dangerous* magical bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.

**Reset.** The phantom rider resets every midnight.

**Pacification.** The phantom rider must learn about its victim's fate.

### SLAMMING DOOR

A door suddenly slams shut as if moved by a ghostly hand.

**Source.** A door or other portal.

**Hit Points.** 10 (4d4)

**Resistances.** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Immunities.** poison, psychic

**Perception.** DC 12, the character notices the door's subtle movement from the corner of their eye.

**Activation.** A living creature either attempts to open the door or try to move through it.

**Effect.** The door slams shut and remains shut for 10 minutes. The door can be forced open with a successful DC 18 Strength check or by breaking the door itself.

**Reset.** The slamming door resets every hour.

**Pacification.** The haunted door is destroyed, or a holy passage of salvation is written on it in white paint.