



DUNGEONS & LAIRS #26: VAMPIRE CHURCH

Vampire Church is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers details for each level and makes adjustments accordingly. A small church hides a dark secret: all of its priests are vampires.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a

preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Vampire Church Hooks table below offers details for introducing this adventure to your players.

OMERIA PLACEMENT

The maps included in this adventure place the vampire temple in an area beset by snow. Considering this and the undead theme, it works well in Northern Omeria, particularly near the Amber Forest where ancient, "western-style" undead such as shadows, vampires, and so forth are common.

VAMPIRE CHURCH HOOKS

Side Quest d8	Type	Details
1	Fetch Quest	A magic sword named <i>David's Sun Blade</i> hides in the bowels of the old church. One of the characters' patrons wants the characters to collect the sword.
2	Recover Stolen Item	Urns holding the ashes of respected religious leaders and high-ranking monks were stolen by the vampires. These items are kept in area 15.
3	Receive Information	Vampires have taken over the old church of Tholona. The characters must learn the name of the vampire's master.
4	Rescue Mission	One of the vampire spawn (choose one of the ones in area 4) is a friend or family member of one of the characters. Only by destroying the master (area 19), will they set their ally free.
5	Find a Missing NPC	A few weeks ago, a brave monk named Herman went to the church to investigate the crypts below it. Brother Herman has not been seen or heard from since.
6	Monster Hunt	Vampires in a church? Lemme at 'em!
7	Supernatural Investigation	Curiously high numbers of bats, rats, and wolves surround the old church. The characters must learn the reason why.
8	Secure Aid	To gain the trust of a nearby monastery, the characters must enter the old church and clear it of the evil within.

GOLD REWARDS

To further incentivize the party to enter the vampire church and risk the dangers therein, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 500 gp per level of the adventure assuming their patron is wealthy enough to afford such a price.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have these books, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5th, 8th, 11th, or 14th level the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level greater than 16 as it may not pose enough of a challenge. Similarly, parties composed of 4th-level or lower characters might find the adventure too challenging.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy



VAMPIRE CHURCH

The vampire church is a thousand-year-old building with a large, fenced courtyard. Crypts hide below the church, accessible via a mausoleum at the west end of the grounds.

GENERAL FEATURES

Unless otherwise specified, the church has the following features.

ARCHITECTURE

The church itself is built almost exclusively from brick with marble details. The church has two floors. The ceilings in the first floor rise 15 feet above the floors. The second floor's ceilings are 10 feet high. Finally, a bell tower rises a full 40 feet above the temple's grounds.

DOORS

All of the church's doors are made from solid wood. These doors can be barred from within. A barred door requires a successful DC 21 Strength check to break open. Barred doors have AC 15, 25 hit points, and immunity to poison and psychic damage.

Doors in the crypts are made from stone and can also be barred, with the same Strength check required to break it open. These doors have AC 18, 50 hit points (damage threshold 10), and immunity to poison and psychic damage.

SECRET DOORS

Secret doors are hidden throughout the crypts. Finding a door requires a successful DC 20 Wisdom (Perception) check. A successful DC 15 Intelligence (Investigation) check made near the door reveals the hidden latch used to open it. Most of the secret doors can be detected from the opposite side, no checks required to find or open them.

DESECRATED

The church, the crypts, and the grounds surrounding it are desecrated. All undead on the grounds have advantage on all saving throws.

CHURCH KEYED LOCATIONS

The following locations are keyed to the map of the vampire church as shown on pages 2 and 6.

1 - ATRIUM

If the candles inside the atrium still burn, any good-aligned character who approaches the door senses that there is something wrong. A successful DC 13 Intelligence (Religion) check identifies the problem—a negative energy field cast over the nave. See below for details.

Nested candles dance wildly in the gust brought forth by the open doorway. The candles' flames are black.

Hazard: Negative Energy Field. So long as the candles burn, the entire atrium acts as a field of negative energy. When a living creature enters the atrium for the first time or starts their turn there, they take necrotic damage equal to 1d8 times half the adventure's level (rounded down). Extinguishing the candles causes the effect to end.

2 - CHAPEL

Eight hooded figures occupy the pews of this spacious chapel. All of their hands are clasped in prayer. A foul stench pervades the area.

Encounter: Dark Worshipers. The hooded figures are all undead creatures, the nature of which is determined by the adventure's level, as shown on the table below. As soon as the characters discover the figures' true nature, the creatures attack. They fight until destroyed.

DARK WORSHIPPERS

Adventure Level	Encounter
5th	8 zombies
8th	7 zombies led by a wight
11th	6 zombies led by 2 wights
14th	5 zombies led by 3 wights

3 - CHOIR

As the characters approach this large open chamber, they hear chanting.

Robed humanoids with pale faces and bloodshot eyes chant prayers. Their black-tipped fingers clutch bouquets of purple wildflowers. A large statue depicting a woman dressed in a nun's habit stands with her back to multiple stained-glass windows. Blood flows from her eyes like tears.

Encounter: Deadly Choir. The nature of the chanters depends on the level of the adventure, as shown on the table below. Like most undead, they fight out of compulsion rather than common sense. In the 11th- and 14th-level versions of this adventure, the weeping statue is a **stone golem**.

DEADLY CHOIR

Adventure Level	Encounter
5th	1 vampire spawn and 2 wights
8th	2 vampire spawn and 1 wight
11th	1 vampire spawn , 1 wight , and 1 stone golem
14th	2 vampire spawn and 1 stone golem

4 - WEST TRANSEPT (PRIEST'S CELL)

The door that leads into this chamber from the outside is barred shut.

This plain bedroom was likely once a priest's cell. A desiccated corpse lies on the bed, its bony fingers clasping the edge of a moth-eaten blanket. A crystal decanter sits on the desk at the south end of the room, the only luxurious item in an otherwise austere chamber. Clear water fills its bottom.

The decanter functions the exact same way as an *iron flask*. If the characters remove the decanter's stopper, a devil appears and attacks whoever disturbed it.

Encounter: Decanter Devil The nature of the devil depends on the level of the adventure, as shown on the table below. The devil owns no loyalties to the vampires that claim this church as their lair and might be convinced to withdraw.

DECANTER DEVIL

Adventure Level	Encounter
5th	1 barbed devil
8th	1 chain devil
11th	1 horned devil
14th	1 ice devil

Treasure. The decanter itself makes for a wonderful treasure item. In addition to that, a character who searches the corpse on the bed discovers a golden amulet hanging around its neck. The amulet is worth 50 gp per level of the adventure.

5 - EAST TRANSEPT/LAY BROTHER'S CELL

The door that leads into this chamber from the outside is barred shut.

A pair of simple beds dominate this small priests' cell. Uneaten dishes rife with mold cover the surface of tables pressed against the south wall.

Hazard: Cold Mold The mold growing over the food at the south end of the room is cold mold. When a creature moves within 5 feet of these tables, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

The mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot square area (with the source of the fire at the center of that area). Effects that deal cold damage instantly destroy the cold mold.

6 - CHURCH GROUNDS

Winter grips the small graveyard west of the main building, dashing the grounds with wet, clinging snow and stinging ice. The faint smell of incense surrounds the graves.

Hazard: Shrieking Dead When the characters walk near the tombstones in the graveyard, skeletons erupt from the ground and shriek in agony. A living creature that witnesses this must make a DC 12 Wisdom saving throw or become frightened until the end of its next turn. A creature that succeeds on its saving throw or the effect ends for it cannot be frightened by these skeletons for 24 hours. The shrieking skeletons act as an alarm system, alerting the undead in the church to the presence of intruders.

The skeletons aren't actually animate, but their sudden appearance is definitely off-putting, and they continue shrieking until destroyed. Each skeleton shrieker has AC 15,

5 hp, and immunity to poison and psychic damage. There are six in all.

7 - PRIEST'S OFFICE

A large table commands the room. Books detailing the history of religions in the region clutter its surface, some of which have been mangled and slashed.

The steady rhythm of water drops hitting a hard surface—*plink plink plink*—echoes throughout the room.

A ladder on the northern wall leads up to the bell tower (area 8).

Trick: Reverse Droplets. If the characters search the room and succeed on a DC 10 Wisdom (Perception) check, they discover the source of the dripping water. Droplets of water "fall" upward toward the room's ceiling, forming a puddle. Casting *dispel magic* on the puddle causes it to fall to the floor.

Treasure: Religious Books. Three of the books hold value, but must be repaired before they can be sold. *Mending* spells cast on each book do the trick. The books all detail the Pressonian effort to rid the Amber Forest of undead during the 4th century. Collectors will pay up to 200 gp per book.

8 - BELL TOWER

The ladder from area 7 leads to this cold, open area.

Hazard: Possessed Bell The bell itself is possessed by a poltergeist. When a creature comes within 5 feet of it, it swings wildly, trying to hit the creature. The creature must succeed on a DC 12 Dexterity saving throw. The creature takes 7 (2d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. A creature that fails its saving throw by 5 or more is pushed off the tower and onto the roof below, taking 3 (1d6) bludgeoning damage from the fall.

Expending a use of Turn Undead or casting *dispel evil and good* on the bell removes the undead spirit within. Otherwise, the bell has AC 17, 50 hit points (damage threshold 10), and immunity to poison and psychic damage. Destroying the bell releases the poltergeist.

9 - CRYPT ENTRANCE

The stone door leading into the crypt entrance is barred from the inside.

Encounter: Crypt Guardians. Two summoned creatures stand guard in this area. The nature of the guardians depends on the level of the adventure, as shown on the table below. The guardians have instructions to kill any living creature that tries to enter the crypt.

CRYPT GUARDIANS

Adventure Level	Encounter
5th	2 bearded devils
8th	2 succubi disguised as nuns
11th	2 barbed devils
14th	2 chain devils



Treasure: Rare Incense. If the characters search the area and succeed on a DC 15 Intelligence (Investigation) check, they discover rare incense and a bag of powdered ruby tucked into a hidden compartment on one of the stone tables. Both are magical components for the spell *forbiddance*, and there is 2,000 gp worth of it. However, only a character with a passive Intelligence (Arcana) score of 16 or higher will recognize this fact.

CRYPT KEYED LOCATIONS

The following locations are keyed to the map of the crypts as shown on page 6.

10 - ENTRY PASSAGE

Cold air whistles through this dark, web-strewn passage. Were it not for the flicker of light at the end of the tunnel, you would be forgiven for thinking nothing has traveled this way in decades.

Encounter: Lurkers. Dark spirits haunt this stretch of the crypt, the nature of which depends on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are included in the Appendix.

LURKERS

Adventure Level	Encounter
5th	4 shadows
8th	1 bodak*
11th	1 bodak + 2 shadows
14th	2 bodaks*

Closet. A small storage closet stands at the end of the hall. The goods inside are useless, but the easternmost wall hides

a secret door. A successful DC 15 Intelligence (Investigation) check reveals the door and the hidden latch used to open it. A hand-dug tunnel hides behind the door, terminating at the reverse side of the secret door in area 12.

11 - ANTECHAMBER

This 10-foot-wide hallway runs 37 feet north to south. Six hexagonal columns made of crumbling stone hold the 10-foot-high ceilings aloft. Both the eastern and western walls feature various stone doors. Torches with purple flame flicker wildly from wall sconces.

At the south end of the hallway, a small statue depicting the goddess Tholona sits on an altar within a narrow alcove.

The torch flames were made via *continual flame*.

Encounter: Crypt Guardians. More crypt guardians hide in this chamber, the nature of which depends on the adventure's level, as shown below. Creatures marked with an asterisk are detailed in the Appendix. They attack any living creature they see.

CRYPT GUARDIANS

Adventure Level	Encounter
5th	6 skeletons
8th	1 huecuva* and 4 skeletons
11th	2 huecuvass* and 4 skeletons
14th	1 bodak* and 4 skeletons

12 - LARGE CRYPT

The normal door that leads into this room is barred from the inside. However, the two secret doors are unlocked.

Six large sarcophagi crowd this large, dusty room.

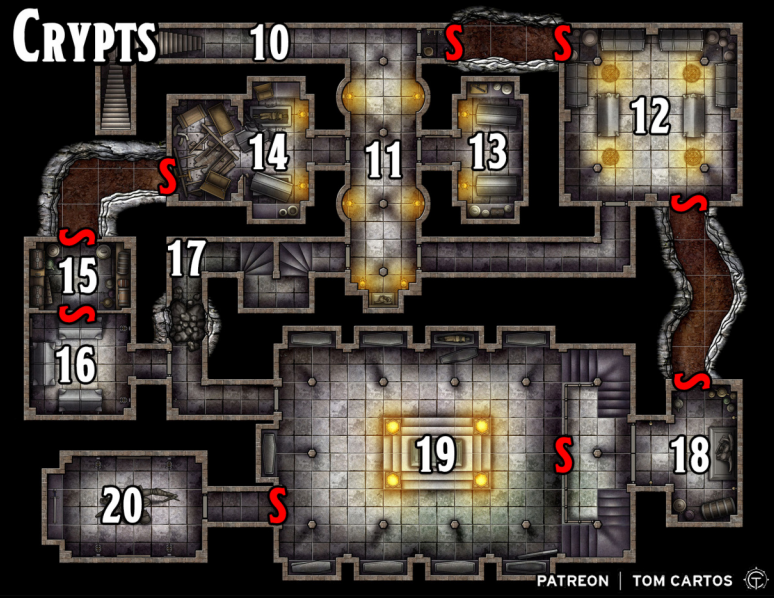
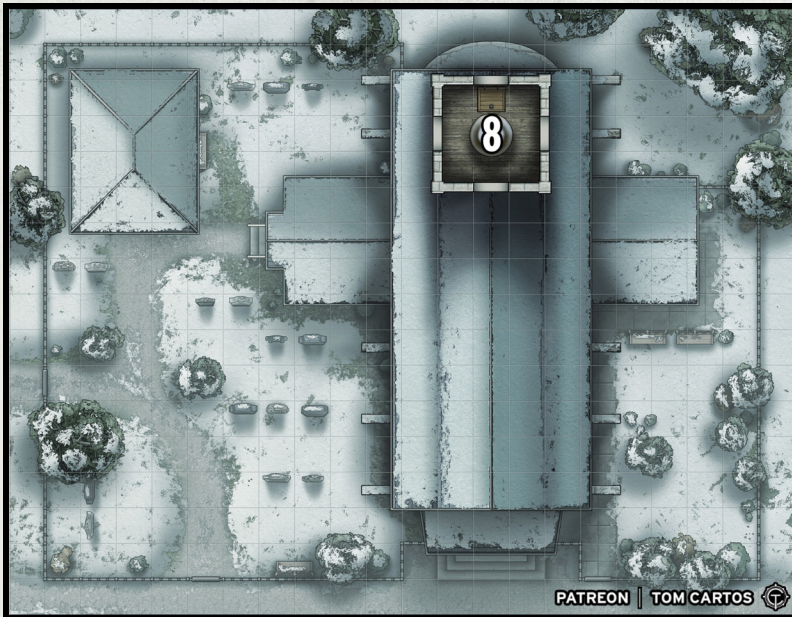
Hazard: Walking on Your Grave. There is nothing of value in the sarcophagi; however, they all have a weird trap placed upon them. All the lids radiate conjuration magic. When a creature touches a sarcophagus' lid, it must make a DC 13 Charisma saving throw. On a successful saving throw, the creature gets a chill down its spine, as if someone just walked over its grave. On a failed saving throw, the creature is teleported into the sarcophagus. The creature is trapped until the lid is removed. One or more creatures with combined Strength scores of 18 can use their actions to slide a lid out of the way.

Secret Doors. Two secret doors are hidden in the walls of this room, one in the northwestern corner and one in the center of the southern wall. The doors are easy to spot from their respective reverse sides.

13 - CRYPT

Cobwebs and two stone sarcophagi pack this small chamber.

Both sarcophagi bear Celestial runes that read: "He failed his mission."



Encounter: Huecuvas. Each sarcophagus hides a **huecuva** (see the Appendix). In the 11th- and 14th-level versions of this adventure, the huecuvas slide their own sarcophagus lids open and attack. In the other versions of the adventure, the characters must move the lids to reveal the creatures. It takes one or more creatures with combined Strength scores of 18 to move a sarcophagus' lid aside.

14 - RUINED CRYPT

The contents of this old crypt lie in ruins.

Encounter: Huecuvas. The encounter here is similar to the one detailed in area 13, except one of the huecuvas is already free from its sarcophagus and lingering amid the ruined furniture. After combat starts, the second huecuva removes the lid from its sarcophagus and joins the fray.

Secret Door. There is a secret door hidden in the westernmost wall. The door hides a hand-dug path that leads to area 15.

15 - STORAGE

Secret doors hide the presence of this storage chamber. It is not visible from either side.

Shelves packed with ornate urns crowd the eastern and western walls of this room. A few large wooden and steel treasure chests hide on the lowest shelves, all of which appear to be padlocked.

There are six treasure chests in all. In the 5th-level version of the adventure, four of the chests are real, and two are real in the 8th-level version. The rest are mimics. In the 11th- and 18th-level versions of the adventure, all of the chests are mimics. The trunks' padlocks require DC 15 Dexterity checks using proficiency in thieves' tools to open, or a successful DC 18 Strength check to break open. A lock has AC 18, 5 hp, and immunity to poison and psychic damage.

Encounter: Mimics. One or more of the treasure chests are actually **mimics**. The number of treasure chest mimics depends on the level of the adventure, as shown on the table below. A will-o-wisp joins the fight in the 14th-level version of the adventure, only appearing after a character becomes stuck to one of the mimics.

MIMICS

Adventure Level	Encounter
5th	2 mimics
8th	4 mimics
11th	6 mimics
14th	6 mimics and 1 will-o-wisp

Treasure: Valuable Urns. All of the real chests (if any) hold worthless junk. However, a character with a passive Intelligence (History or Religion) score of 15 or better recognizes that some of the urns are valuable. There is one valuable urn for every level of the adventure. Each urn is worth 100 gp and weighs 5 pounds.

Secret Door. A secret door hidden in the south wall connects this area to area 16. The door is not visible from either side.

16 - CRYPTS

The door to this room is barred from inside. However, a secret door connects this area to area 15.

Dust, cobwebs, and three stone sarcophagi congest this small, drafty chamber. A puddle of green ichor covers much of the chamber's floor.

Hazard: Green Slime. The floors are covered with green slime. A creature that touches the slime or moves through an area covered with slime takes 5 (1d10) acid damage. The target then takes 5 (1d10) acid damage at the start of each of its turns until the slime is scraped off or destroyed. A target

whose feet touch the slime has its movement reduced by 10 feet until they receive magical healing or finish a short or long rest.

Against wood or metal, the slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a 5-foot-square patch of the slime.

Treasure: Buried Goodies. It takes one or more creatures with combined Strength scores of 18 to move a sarcophagus lid aside. The three sarcophagi all hold the bodies of priests buried in the expensive jewelry they owned in life. A single sarcophagus holds treasure worth 50 gp per level of the adventure.

17 - COLLAPSED PASSAGE

Collapsed rubble completely blocks passage through this hallway. One or more creatures can use their action to make a DC 15 Strength check to remove some of the rubble blocking the way. If the creatures achieve 10 successes performing this action, they clear a space large enough for a Small creature to travel through. 20 successes clear a space large enough for a Medium creature to squeeze through, and 30 successes completely clear the passage. A character may perform a number of checks related to clearing the rubble equal to 1 + their Strength modifier (minimum of 1). A creature regains 1 check after completing a short rest, and all of their checks after they complete a long rest. After a creature expends all of its checks to remove the rubble, it may continue to move rubble, but each time it does, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature takes one level of exhaustion.

18 - CHAPEL

A grand statue depicting a handsome, winged warrior woman stands with its back against the eastern wall, a huge stone sword in hand. There is a large chest on the floor to the right of the statue. Small, cracked urns crowd every other nook and cranny in this shadowy chamber.

Trap: Chest Defender. There is a pressure plate on the floor between the statue's base and the chest. When 50 pounds of weight or more are placed on the plate, the statue pivots and attacks with its sword. The statue makes a melee attack roll at +8 against the culprit. On a hit, the sword deals 13 (2d8 + 4) bludgeoning damage.

Spotting the trap in advance requires a successful DC 20 Wisdom (Perception) check. A character also spots the trap if they investigate the statue or floor in front of the chest and succeed on a DC 15 Intelligence (Investigation) check. A successful DC 15 Dexterity check using proficiency in thieves' tools disables the trap.

Treasure: Golden Bones. The chest is locked and requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock. A successful DC 20 Strength check breaks it open. Inside, a human corpse in manacles sits, its mouth agape in an eternal scream. Its head, face, ribs, and arms are covered in molten gold, the cause of its death.

Despite the macabre nature of this discovery, the gold on the skeleton's bones is worth a total of 2,000 gp—if anyone is willing to pay for such a thing, of course.

Secret Door. There is a secret door hidden in the northern wall that leads back to area 12. The secret door is visible from the opposite side.

19 - GRAND CRYPT

This large chamber boasts 15-foot-high ceilings held aloft by marble columns. Multiple alcoves spread around the room contain sarcophagi lying on their sides. However, the focus of the room is on the large, jade sarcophagus at the center of the room. Thick iron chains bind the jade sarcophagus and its lid, keeping anyone from getting inside—or out—of it.

Encounter: Vampire and Minions. The sarcophagus is a distraction. The real vampire master hides behind a secret panel (treat it like a secret door) below the balcony at the eastern end of the room. When the characters enter the room, the creatures here hide until the characters turn their attention to the jade sarcophagus. Once they are distracted, the vampire's minions leap out from the shadows. Then the vampire itself comes out of its hiding area and joins the fray. The nature of the vampire's minions and the vampire itself are detailed on the table below.

The vampire spawn in the 11th-level version of the adventure has the Legendary Resistance trait which it can use three times per day. When the vampire spawn fails a saving throw, it can expend one use of its Legendary Resistance to succeed on the saving throw instead. In the 14th-level version, the vampire's resting place lies behind the secret panel in this area.

VAMPIRE AND MINIONS

Adventure Level	Vampire	Minions
5th	1 vampire spawn with 121 hit points	2 shadows
8th	1 vampire spawn with 121 hit points	9 shadows
11th	1 vampire spawn with 121 hit points and Legendary Resistance (3/Day)	7 mummies
14th	1 vampire	9 shadows

Jade Sarcophagus. The chains around the sarcophagus at the center of the crypt are locked with a padlock that requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 20 Strength check to break open. Otherwise, they have AC 18, 10 hp, and immunity to poison and psychic damage. The lid is especially heavy, requiring one or more creatures with combined Strength scores of 21 or better to slide out of the way. The sarcophagus is filled with human skulls.

Secret Door. There is a secret door in the western wall of this room that leads to area 20. It's visible from the other side.

20 - TREASURE ROOM

This room is hidden by a secret door that connects it to area 19.

A statue depicting a cleric of Tholona brandishing a flaming sword and shield bearing her insignia—a large "T" over a sunrise—commands the center of the room. Just behind the statue, an impressive-looking longsword rests atop a stone altar set into the western wall.

Hazard: Haunted Pendulums. Ghostly, semi-transparent pendulums swing back and forth in this room. Any creature that enters the room must make a DC 15 Dexterity saving throw, taking 36 (8d8) force damage on a failed saving throw or half as much damage on a successful one. A *dispel magic* spell cast against a 5th-level spell rids the room of the pendulums.

Treasure: David's Sun Blade. The sword upon the altar is a long-lost rare weapon once wielded by a priest of Tholona named David Botaniates. The sword acts as a *sun blade* but it is possessed by David's spirit. Additionally, if an attack from the sword destroys an undead creature, its wielder gains temporary hit points equal to the number of the undead creature's Hit Dice.

David's Sun Blade is a sentient, chaotic good weapon with an Intelligence of 13, Wisdom of 19, and a Charisma of 17. It has hearing and normal vision out to 60 feet. The sword's purpose is to destroy the undead. If the sword goes three days without destroying an undead creature, a conflict between it and its wielder occurs at the next sunrise.

AFTERMATH

Once the head vampire is destroyed—the creature in area 19—the undead plague ends and all of the undead immediately vacate the church. Unless the characters claim the property as their own, the church sits empty for years. Local legends speculate that it's still haunted by the ghost of a mighty cleric who once lived in the church but, so far, no one has been able to prove the veracity of this claim.

Left to their own devices, the vampires eventually expand the ranks. In a matter of months, a small army of undead rises from the church to conquer nearby settlements. If the characters survived the encounter with the vampires and their minions, they're contacted by regional rulers to help them understand the evils that lie within the church. Ω

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. Tom Cartos

Art. Dean Spencer, Fat Goblin Games, Matias Lazaro, Shutterstock



APPENDIX: NEW CREATURES

BODAK

When mortal humanoids find themselves exposed to profound, supernatural evil, a horrific, occult transformation can strip them of their souls and damn them to the tortured existence of a bodak. Changed into a twisted, misanthropic husk, the bodak is driven by profound emptiness, sorrowful longing, and vengeful hatred of all life. A bodak's appearance is profoundly disturbing. Its flesh looks dried, taut, and desiccated, though it possesses a strange, otherworldly sheen. Its body is disproportionate and distinctly androgynous. Hairless and with only vague hints of facial structure, the bodak's eyes are deep set in their sockets and constantly weep foul-smelling smoky vapors.

Bodaks vehemently despise all living creatures and immediately seek to destroy any they encounter. A bodak retains the ability to speak one language it knew in life (typically Common), but it rarely engages in conversation, instead spitting out an incomprehensible stream of vile accusations, curses, and threats. On occasion, a bodak might wield weapons, but most rely primarily upon the effects of their deadly gaze.



BODAK

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +5

Damage Resistances fire, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature dies. Otherwise, a creature that fails its saving throw takes 36 (8d8) necrotic damage.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the bodak until the start of its next turn, when it can avert its eyes again. If the creature looks at the bodak in the meantime, it must immediately make the save.

A humanoid killed by this attack raises as a bodak in 24 hours unless the start is resurrected by a spell such as *revivify* or *resurrection*.

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

Actions

Multiattack. The bodak makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

HUECUVA

Medium undead, neutral evil

Armor Class 20 (plate armor, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	4 (-3)	19 (+4)	14 (+2)

Saving Throws Wis +6, Cha +4

Skills Religion +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Spellcasting. The huecuva is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, bless, detect magic, false life, inflict wounds, sanctuary*

2nd level (3 slots): *blindness/deafness, enhance ability, spiritual weapon, ray of enfeeblement*

3rd level (2 slots): *animate dead, bestow curse, fear, spirit guardians, vampiric touch*

Turn Resistance. The huecuva has advantage on saving throws against effects that turn undead.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The target must succeed on a DC 12 Constitution saving throw or contract huecuva blight, a disease. The symptoms manifest after 1 day, the creature experiencing cramps and fatigue. The creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. At the end of each long rest, the target must make a DC 12 Constitution saving throw. On a failed save, the target gains one level of exhaustion. On a successful save, the character's exhaustion level increases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Light Crossbow. *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Sacred Flame. The huecuva targets one creature that it can see within 60 feet of it. The target must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) radiant damage. The target gains no benefit from cover for this saving throw.

HUECUVA

Huecuvae are the risen corpses of heretical clerics who blasphemed and renounced their deities before meeting death. In unlife, they hate and seek to destroy those pious souls who keep their vows. Although easily mistaken for skeletons, huecuvae have a spark of intelligence that makes them cunning and deceptive foes. When night falls, a huecuva emerges to seek out its prey. Fortunately for the living, the typical huecuva has only fragments of intellect remaining, so it is usually not long before the undead creature makes an error of judgment or simply reveals itself for the monster it is.

Most huecuvae remember little of their former lives except for the blasphemies that led them to their cursed fates. They often find themselves drawn to the ruins of old temples, where they rage against or seek hopeless absolution from the deities who so afflicted them. Huecuvae sometimes work in concert with other undead creatures that share the same area.



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