

THE HOLLOW MOUNTAIN

HOMEBREW

Will you explore its wonders? Or succumb to its evil?





The Hollow Mountain

The Hollow Mountain is a 5th Edition plug-in adventure for **3-7 characters of 6th-level** and is optimized for **four characters with an average party level (APL) of 6**. This is a plug-in adventure built to drop into ongoing campaigns.

Background

Located in the mountainous area to the east, the Hollow Mountain was originally the lair of Vorsan the Sorcerer. Vorsan's magic was wild and often more than even he could keep under control and over the years he had gathered powerful enemies. So it was that he and his apprentices used their magic to carve their home far away from prying eyes.

Of all his apprentices, the most powerful and gifted was Rondar, who became a powerful conjuror in his own right. But, as the years wore on, many of the apprentices grew restless of their secluded life and demanded that they be allowed to leave the mountain and travel.

The argument grew heated and Vorsan's magic became an uncontrollable thing of rage and sorrow. Magic spilled out of the mage and the mountain shook with a terrible quaking thunder, destroying the weakest parts and imprisoning all who resided within. Worse still, the magic turned all within into undead.

Now, decades later, the Black Suns orc tribe, have taken up residence within the mountain lair and begun launching night raids on the nearby settlements.

Plug-in Adventure

As a plug-in adventure the content serves as drop-in material for game masters who wish to add a medium-sized dungeon to a pre-existing campaign. The table below offers details for introducing this adventure.

Hollow Mountain Hooks

d6 Side Quest

1	Type	Details
1	Retrieve information from Vorsan's library	A scholar, Marrick the Red (LG gnome female acolyte), wishes for you to find and retrieve certain books from Vorsan's library. He offers a bag of holding as payment and provides a list
2	Retrieve stolen items	The orcs have stolen a chest of 5000 gold pieces (area 2) that was to pay for much needed equipment. A reward of 10% is offered for its return
3	Break out another adventuring party	Locals tell you that another party of adventurers headed into the Mountain but never came back. Their patron, Lord Harcourt (LG human male noble) offers a reward of 200 gp for their safe return
4	Monster Hunt	The orcs need to be wiped out. The local sheriff, Irin Brosh (LG human female guard) will pay 5 gp per head and a 100 gp bonus for proof that they are all gone
5	Rescue Prisoners	The orc raids have taken dozens of people captive
6	Strange Phenomenon	The College of Magi has detected strange necromancy magic within the Mountain, and they wish to know what's causing it. They offer two spell scrolls of second level or one third (your choice) as payment



Journey into the Mountain

The roads hereabouts are kept free of roaming monsters by patrols from the local city and the orcs only attack at night, so there is no risk of random encounters.

The Hollow Mountain

Built more than two hundred years ago, Vorsan's mountain lair was created using the powerful magic of more than a dozen magi.

Alongside the magical enchantments and protections they created, the mountain was buffeted by decades of magical energy from the spellcasters and this magic now permeates the stone, even making the mountain itself somewhat sentient.

While they fought at first, the orcish priestess, Bulak, brokered a precarious armistice with the undead, trading captives for knowledge and treasure.

General Features

Unless otherwise stated the areas within the Hollow Mountain have the following features.

Ambient Magic. The Mountain's original protections are still in place and so magical transport in and out of the mountain is impossible. Magic cast with the purpose of entering or leaving the Mountain simply fails.

Furthermore, magic used to summon creatures into the Mountain functions differently to usual. Instead of a conjured creature disappearing when the spell times out, the creature is trapped within the Mountain and immediately becomes hostile to the creature that summoned it.

Doors. Interior doors are made of stone. They have no locks although they are heavy they swing open easily.

Hidden Doors. Some of the doors in the Mountain are hidden behind false walls. Finding such a door requires a successful DC 18 Wisdom (Perception) check.

Light. All areas are well-lit with a warm and pleasant yellow light. The light does not seem to come from anywhere in particular but is always there.

Sentient Stone. The mountain itself is conscious, to a limited extent and, while it doesn't have literal thoughts, it desires to be rid of the undead that reside within it. Thus the mountain will seek to aid creatures within it that work towards that goal.

The mountain will try to help by making certain areas brighter and others dimmer to try to direct characters away from danger and towards their goal.

Walls and Floors. The tunnelled passages are carved from limestone and are 15-feet tall. The chambers are domed and reach up to 40-feet high.

Wandering Monsters

The mountain is home to many creatures, including undead, orcs and other monsters. These monsters wander the halls, unable to escape because they are not intelligent enough to or choosing not to.

If the characters spend a long time in a given area, you can check for wandering monsters by rolling a d20. On a roll of 16-20, an encounter takes place. Conversely, if the players seem restless, you can decide that an encounter occurs. Roll 1d6 and consult the Hollow Mountain Encounters table to determine what the party meets.

Hollow Mountain Encounters

d6	Encounter Type
1	Kesh'an the Wraith
2	Weird Science
3	Ogre Patrol!
4	Black Sun Orcs
5	Strange Skeletons
6	Rondar's Folly

Alternatives to Battle

Not all of the monsters and creatures within the Hollow Mountain need to be engaged in combat to overcome. Instead these creatures will have an Aggression Score of 1-4.

If a creature's Aggression Score reaches 0 they will choose not to fight and may leave the Mountain or even choose to aid the characters. If their Score reaches 5 however, or if they are attacked, they choose to fight. Characters can change a creature's Aggression Score in any number of ways for good or ill, but they cannot use the same type of check more than once in a single encounter. The options for this are endless, but here are a number of possible solutions to moving a creature's score are provided below.

- A suitable bribe reduces a score by 1.
- A successful DC 15 Charisma (Deception, Persuasion or Intimidation) check reduces a score by 1. But a misplaced or failed check increases it by 1.
- A successful DC 15 Wisdom (Insight) check reveals a useful detail and reduces the score by 1. Additional hints are offered for each creature and how they might react.

Kesh'an the Wraith

Encounter: Wraith. A **wraith** is all that is left of Kesh'an, one of Vorsan's apprentices. In his undead madness, Kesh'an roams the mountain's environs in search of what, even he does not know, but he attacks the living with wild abandon.

Treasure. Kesh'an carries a *wand of the war mage* +1.

Weird Science

Encounter: Escaped Experiment. An **ochre jelly** has escaped the containment spell that kept it captive. It attacks the nearest creature it finds.



Ogre Patrol

Encounter: Ogres. A pair **ogres** named Flosch and Brut patrol the mountain for their Black Sun masters bemoaning loudly about their boredom. The ogres are dum brutes, but hate the “stinky rock-hole”.

Negotiation. The ogres have an Aggression Score of 3. They do not take kindly to Intimidation and any attempt increases their score by 1.

Black Sun Orcs

Encounter: Orc Patrol. A squad of four **black sun orcs** (see appendices for details) is patrolling the mountain. If the characters come across them they charge in recklessly, attempting to overwhelm the party.

Strange Skeletons

Encounter: Skeleton Attack! A group of four **skeletons** attack the party on sight and fight until utterly destroyed. These skeletons were once the servants of the magi and are of many different races. They also carry an exotic variety of weapons.

Rondar's Folly

Encounter: Ele-mental! A **fire elemental** was summoned by Rondar and trapped here by the strange magic of the Mountain. It wanders the halls searching for a means of escape.

Negotiation. The elemental seeks only to return to its home plane of existence and has an Aggression Score of 4. If a character is able to communicate with it, they automatically reduce its score by 1.

1 - Ruined Entrance

The entrance into the Mountain was clearly once a sight to behold. Either side of the doorway are the remains of two gigantic statues that must have stood fifty-foot tall. Now, however, all that remains are the littered chunks of broken stone and both statues are echoes of what they once were, their features worn with erosion.

Something has, however, recently cleared away rubble and have uncovered the entrance. Huge swaths of the grassy area show signs of a large workforce having been active.

The doors themselves remain closed.

Trapped Entrance. The door is not difficult to open, but the orcs within have set up a simple alarm system by stringing up bones and old pots behind the door which will alert the guards on duty behind the door. The trap is triggered when either door is opened.

Noticing this trap requires a successful DC 15 Wisdom (Perception) check. The trap can then be disarmed with a successful DC 15 Dexterity check made with proficiency in thieves tools.

Encounter: Orc Guards. Immediately within the entrance are two **black sun orcs** (see appendices for details), that are using their Stone Camouflage trait to remain concealed. These guards will attempt to alert the camp of invaders. If they have already been alerted they are already half of the way to the camp and will raise the alarm on their first turn.

If the party has reached this far undetected, they have a chance to stop the orcs from raising the alarm.

If the alarm is raised, the two **black sun orcs** from area 2 will join the combat and attack the characters in the second round of combat. In the third round, the rest of the combatants from area 2 join the battle.

2 - Black Sun Camp

The orcs of the Black Sun tribe are nocturnal creatures adept at concealing themselves within mountainous terrain. This area is their main camp and is made up of a circle of a dozen hide tents arrayed in a roughly clock-like fashion.

The tent at twelve o'clock is larger than the rest as it is home to Chief Morg (CE male orc **veteran** with the +2 Strength, -2 Int, the Aggressive trait and darkvision 60ft.), a brutish and dull-witted orc.

Encounter: Blackheart Orcs. As well as Chief Morg, there are two **black sun orcs** on patrol. Ten more **orcs** and twenty orc **commoners** (women and children) are performing various tasks.

If fighting breaks out it takes one round for the full force of the camp to be unleashed upon the party, but they will seek to capture them for trade with the undead, rather than kill them outright.



Adamantine Door. The doors leading northwards are made of adamantine and are impervious to damage. They are locked with both a magical and mundane lock. The magical lock needs to be dispelled with a spell such as *knock* or *dispel magic* and then the mundane lock can be picked with a successful DC 18 Dexterity check made with proficiency with thief's tools. Or they can be unlocked with the key held by Bulak in area 10.

Treasure. The chest of 5000 gp is kept at the back of Chief Morg's tent, along with a smaller chest of 6000 sp.

3 - Dining Room

This large room was once the main dining area for the magi, but has since been turned into a holding pen for the various captives taken by the orcish raids.

Encounter: Orc Guards. Two **black sun orcs** and one **ogre** named Grimk guard the prisoners here. They attack any creature that enters without Chief Morg.

Orc Captives. This room has six ten-foot square wooden cages. Each cage holds 1d6 **commoners**. The cages are tied shut. Once free the captives simply seek to escape and ask the party to escort them to the nearest entrance, from where they head home.

4 - Library of Vorsan

This large and comfortably furnished room has been left almost completely untouched. Every wall is covered in shelves of books and rows of stacks divide it further.

Encounter: Black Sun Necromancer! Glasha, a **black sun priestess** (see appendices for details) and her undead wolf (use the **flesh golem** stat block) companion is here.

Negotiation. Glasha is Chaotic Neutral and does not agree with the chief priestess, Bulak and her use of humanoid undead. She seeks knowledge for its own sake. Glasha has an Aggression Score of 2. Furthermore, if her score reaches 0, Glasha will tell the characters about the *glyph of warding* in area 8).

Treasure. If the party were sent to collect books for the scholar, Marrick the Red, they find all but one of the books on her list after a ten minute search. Each further search, with a successful DC 17 Intelligence (Arcana, History or Nature) check will find a book on the subject worth 25 gp.

5 - Gallery

The light in this room is a warm blue, a distinct change from the yellow glow of the rest of the complex.

The room must have once been filled with fine works of art and have been a gallery of some kind. The destruction that has damaged so much of the mountain, however, has affected this room as well.

The only piece left standing is the statue of a tall, slim and handsome mage, who stares upwards with his arms upraised, as if calling upon powers from above. It is from this statue that the blue light originates.

Statue of Vorsan. While Vorsan was many good things, he was foremost, an arrogant and prideful man and this gallery once held works of art depicting the sorcerer's might.

This statue was created by the sorcerer himself using magic. It once provided the mage with the effects of a permanent *stoneskin* spell while he was within the Mountain, but has been damaged.

If a character casts *detect magic* or uses a similar effect, the statue gives off abjuration magic.

If a character touches the statue, roll any dice. On an even roll the character gains temporary resistance to bludgeoning, piercing and slashing damage. On an odd roll they gain vulnerability to these damage types. These effects last for 1d6 hours or until dispelled with a *dispel magic* spell or similar effect.

6 - Kitchen

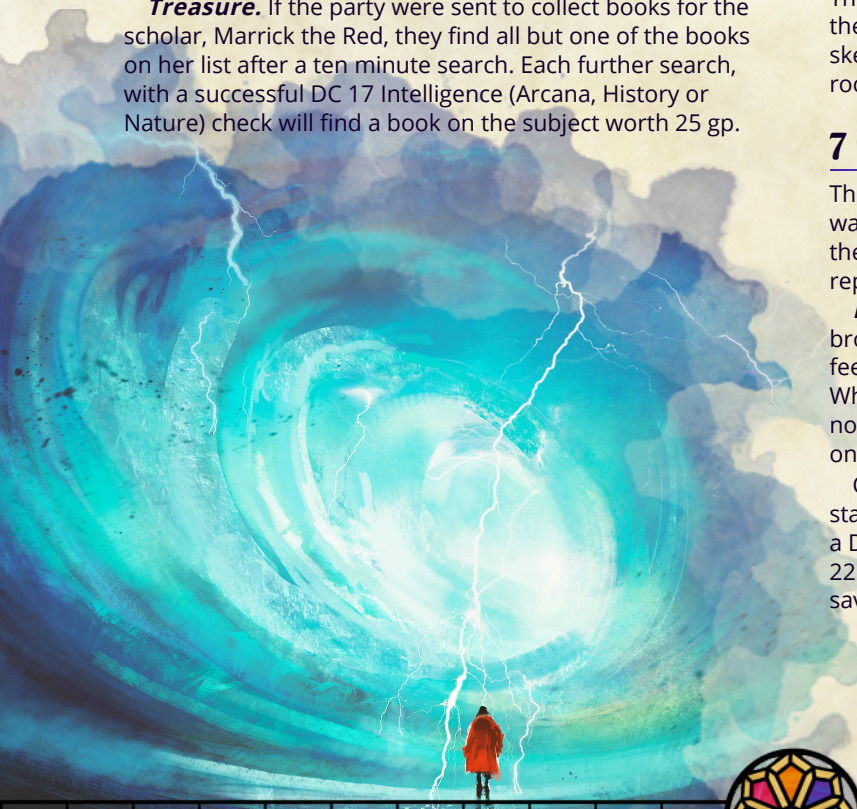
This room was once a kitchen, but suffered the worst of the damage. Now, all that remains is rubble and the skeletal remains of six people, all trapped beneath huge rocks.

7 - Lounge

This room was an antechamber to the rooms beyond. It was once arrayed as a comfortable lounge but time and the destruction of the mountain damaged it beyond repair.

Hazard: Brown Mold. The entire room is covered in a brownish mold. This brown mold is an ectotherm and feeds on the warmth of the environment surrounding it. When within 30 feet of brown mold, the temperature is noticeably colder, often to the point of freezing depending on the size of the brown mold patch.

Creatures that come within 10 feet of brown mold, or start their turn within 10 feet of the mold must succeed on a DC 12 Constitution saving throw. A failed save results in 22 (4d10) cold damage, or half as much on a successful saving throw.



Exposure to fire causes the brown mold to rapidly expand and grow in the direction of the fire. Exposure to cold will instantly destroy the mold.

Rope Swing. While she knows that cold damage would destroy the mold, the orc priestess Bukal prefers to keep the hazard in place and bypasses the danger by swinging over it using a rope she has attached to the ceiling.

The rope is tied to an old chair next to the eastern doorway, ready for her to use. Swinging on the rope requires no check to succeed.

8 - Laboratory

This room is a laboratory that Bukal and another priest, Glasha, have been using to construct undead servants. The room is a charnel house of carved body parts and the remains of animals and humanoids.

Protective of their work however, Bukal has cast a *glyph of warding* on the floor, immediately inside the room.

Glyph of Warding. The glyph is nearly Invisible and requires a successful DC 13 Intelligence (Investigation) check to be found. The glyph triggers as soon as any creature enters the room without first dispelling it.

Once triggered the spirits of long dead Black Sun priestesses flit around the target area to a distance of 15 feet. Any creature within this radius is affected. An affected creature's speed is halved, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 necrotic damage. On a successful save, the creature takes half as much damage.

This effect lasts for 10 minutes or until it is dispelled.

Treasure. Three *spell scrolls of animate dead* can be found after a short search.

9 - Summoning Chamber

This room was once Rondar's summoning chamber and the remains of large ritual circles and containment glyphs can be found etched into the floors and walls of the room.

It is, however, now empty and the components and research kept here have long since spoiled or dried up.

10 - Guest Quarters

This comfortable bedroom has three large beds and nightstands. Two large wardrobes stand in each northern corner.

When Bukal and Glasha found this room, it was surprisingly intact and the priestesses claimed the plush bedroom for themselves.

Encounter: High Priestess of the Black Sun. Bukal a **black sun priestess** (see appendices for details), is here with two **skeleton** servants. Two more **black sun orcs** stand guard on either side of the doorway. Bukal wears a *necklace of fireballs* with three beads remaining.

If Bukal loses half her hit points or both of the other orcs are killed, Bukal will attempt to negotiate.

Negotiation. Bukal is the true power behind the orcs of the Black Sun, a position which she has reached with cunning and ruthlessness. If she has chosen to negotiate she has an Aggression Score of 3. She insists that more orcs will come, but promises that she will end the raids on the surrounding areas if she is allowed to remain here to continue her research.

If Bukal is forced to fight, she will throw the final beads from her *necklace of fireballs* into the centre of the room, incinerating herself and attempting to destroy the party.

Treasure. If any beads remain, the characters can claim Bukal's *necklace of fireballs*. The priestess also carries a simple iron key that opens the Adamantine Door in area 2.

11 - Arcane Forge

Rondar once worked this forge himself and, with the help of his Azer servants, crafted magical items of no small repute. When Vorsan's spell failed, the Azer were turned into undead.

Now these elemental smiths perform the same, pointless tasks over and over again.

Encounter: Azer Smiths. When the characters arrive they find three **azer** zombies performing the same mundane tasks they were performing decades ago. These azer have the undead type, rather than elemental. If they are disturbed they attack and fight to the death.

Treasure. The smith's repetitive tasks have destroyed the items they were working on, but a short search of the forge turns up 100 gp worth of raw platinum.

12 - Room of Doors

This square room has only bare and unadorned walls. Standing in front of the western, northern and eastern walls however, are nine freestanding wooden doors; three to a side.

Floating before these doors are three incorporeal creatures of nightmare.

Each of Vorsan's apprentices were powerful magi in their own rights and, rather than stay in rooms within the mountain, each of them had their own *magnificent mansion*, the entrances of which were here in this room.

In its heyday, each of the nine doors in this room led to these conjured homes, but now, only one of them functions properly.

Encounter: Undead Apprentices. One **wraith**, once the apprentice Bosht, and two **spectres**, once Estelle and her twin brother Sten are here, each standing in front of a door. The twins are under Bosht's control.

Negotiation. Bosht is convinced that a "cure" can be found to his "condition" by researching the living and so, rather than attacking, Bosht will negotiate with the party and has an Aggression Score of 4. Bosht seeks more "living samples" to experiment upon. Regrettably, his experiments have killed his other "subjects".



Adventurer Captives. Only the door that Bosht protects still functions. Opening this door leads into Bosht's *magnificent mansion*. A short search of this mansion locates the four adventurers that Lord Harcourt sent the party to find.

Each member of this party is a **veteran**, but is hungry, tired and suffering from three levels of Exhaustion. They seek only to escape the mountain.

13 - Servant's Quarters

This area was once a barracks for the serving staff of the mountain. The ceiling in this room collapsed, killing many of the servants and destroying most of the furniture. There is nothing here of value.

14 - Hidden Entrance

The servants once used area 14 to take delivery of foodstuffs and other goods. This room is nothing but a large entry hall with space for storing goods, all of which are now dried and worthless.

Adamantine Riddle Door. A large adamantine leads outside the mountain. From inside the door can be opened easily.

From outside the mountain, however, a fake wall hides a secret entrance. Even if the characters successfully find this entrance, they will need to correctly guess and speak aloud, the answer to the riddle etched upon it, to open it.

"Alive without breath, As cold as death; Never thirsty, ever drinking, All in mail never clinking."

The answer is "A fish".

15 - Southern Lakeside

This huge cavern is lit from above with the same yellow light as the rest of the Hollow Mountain. The space is dominated by a large lake, within the centre of which is a small island. Sitting atop the island is a small hut.

Footprints lead from the southern tunnel to the shore where a ten-foot long rowboat is pulled ashore.

Encounter: Will-o'-the-Mountain. An entity has been conjured by the Mountain, to guide the party onwards (use the **will-o'-wisp** statblock). This entity cannot communicate, except to float around the party and attempt to coax them towards the rowboat and on to the island.

If they attack the entity, it defends itself and the Mountain's consciousness no longer attempts to aid the party.

16 - The Lake

The bed of the lake slopes down towards the centre, where the water is fifteen foot deep.

Encounter: Elementals. Rondar has summoned two **water elementals** to protect him from the other undead. These creatures occupy the lake and will attack any creature that reaches halfway across the lake.

17 - Rondar's Hut

Unlike his master and the other apprentices, Rondar was not radically transformed by the sorcerer's failed spell. Instead, while still undead, Rondar simply ceased to age and appears as the hale and handsome young man he was when the disaster happened.

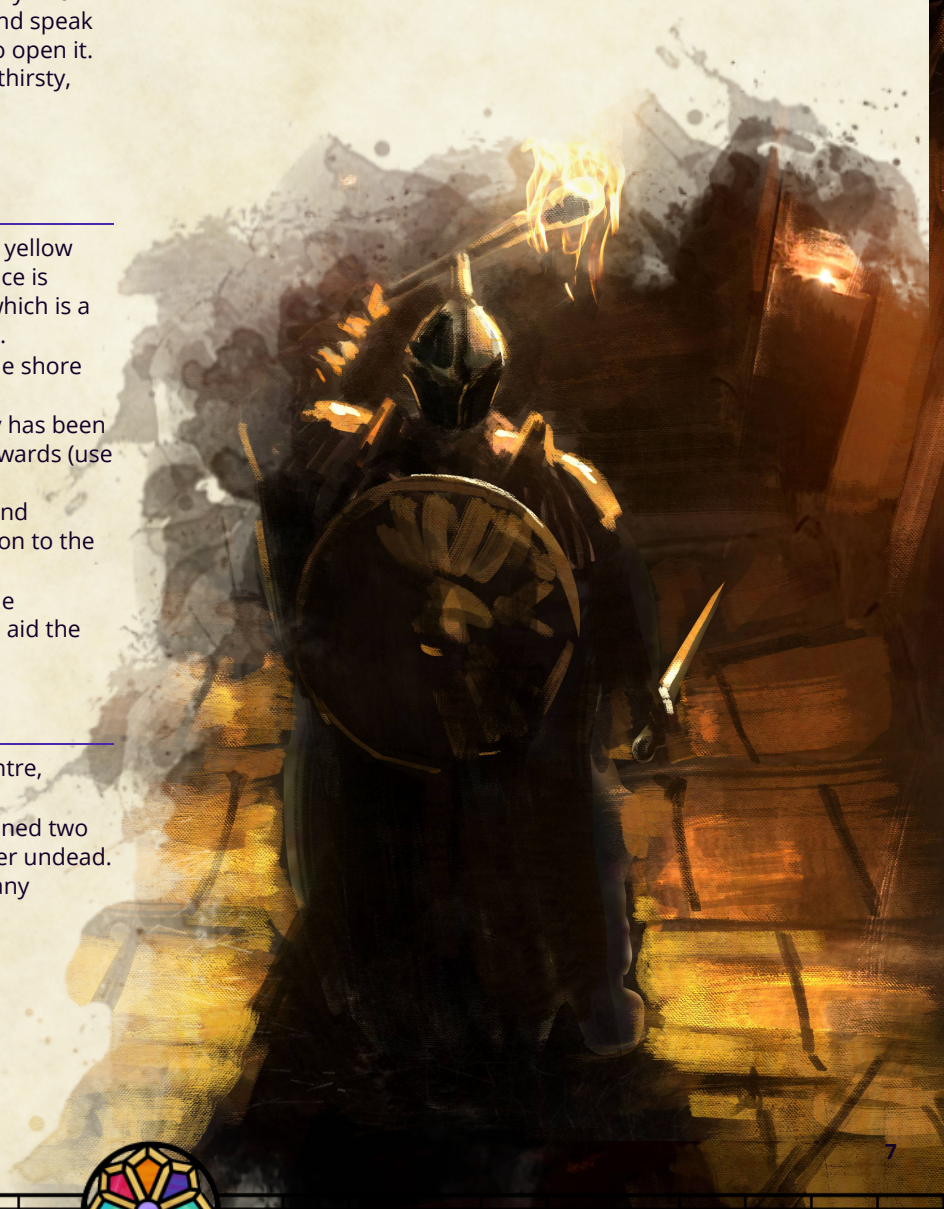
Rondar does, however, seek to keep his master from escaping the mountain and so maintains his eternal vigil here on his island.

Encounter: Rondar the Conjuror. Rondar uses the **mage** statblock with the following changes: he has the undead type and has *conjure minor elementals* and *conjure elemental* prepared in place of *ice storm* and *cone of cold*.

Development. Rondar does not seek combat, but instead wishes to protect the world from his master. Explaining that he cannot leave the island or his master, Vorsan, will be able to leave the mountain. He beseeches the party to destroy the sorcerer and offers them a *spell scroll of hold monster* to help.

18 - Northern Lakeside

This area is a large, empty open space.



19 - Vorsan's Focussing Chamber

Vorsan the Sorcerer, once one of the greatest mages of his age, created this room to help him focus and control his magic. Now this chamber is his prison, held here by Rondar's failing magic.

Encounter: Vorsan the Shade. Vorsan's failed spell turned the sorcerer into a **lich shade** (see appendices for details), a twisted monster, not completely a lich, nor a man.

Vorsan, driven to madness by the incredible limits of his failure, cannot be reasoned with and fights to kill.

Focussing Crystals. Four large focus crystals stand in the room's corners and enhance Vorsan's abilities. Working together, the crystals can perform Vorsan's Spell Leech ability, providing the lich with a second reaction to store spells. Once a spell is absorbed, the lich may use the stored energy in the crystals on initiative 20, as well as on his own turn.

All four crystals must be destroyed to stop this ability. A crystal has AC 13, 10 hp and immunity to poison and psychic damage.

Development. If Vorsan loses half his hit points, or all four focus crystals are destroyed, he summons six **skeletons**, three each from areas 20 and 21.

20 and 21 - Antechambers

Each of these small rooms houses the arcane technology that stores the magical energy collected by the focussing crystals. If the crystals still function, a spell user can use an action to replenish one third level spell slot or a combination of spell slots up to three.

Encounter: Skeletons. If they have not already been encountered three **skeletons** are in each room. They attack any creature on sight.

Adventure Conclusion

With heart, soul and steel the characters have defeated Vorsan's shade. Doing so ends the horrible magic that kept the denizens of the mountain in perpetual unlife. Rondar, the apprentices and any undead simply cease to exist and any summoned creatures are finally able to return to their home plane.

The party may also have dealt with the Black Sun Orcs, although exactly how they achieved this may lay the seeds for future adventures.

Returning to town they can turn in whatever quests they have completed, being rewarded as noted and hailed as heroes.

Credits

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1 square = 10 feet



Appendices

Lich Shade

Medium undead, neutral evil

Armor Class 16

Hit Points 85 (9d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	20 (+5)	18 (+4)	16 (+3)	13 (+1)

Skills Arcana +7, History +7, Insight +6, Perception +6

Damage Resistances cold, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal, plus up to four other languages

Challenge 8 (3,900 XP)

Death Throes. When the lich shade drops to 0 hit points, it explodes in a cloud of dust in a 10-foot radius. Creatures within this area must make a DC 16 Constitution saving throw. On a failed saving throw, the creature takes 22 (4d10) necrotic damage, and the creature's maximum hit points are reduced by the same amount. If a creature's maximum hit points are reduced to 0, it dies. Magic such as *greater restoration* is necessary to cure this effect. On a successful saving throw, the creature takes half damage and is poisoned for 1 minute, but its maximum hit points are unaffected.

Magic Resistance. The lich shade has advantage on saving throws against spells and other magical effects.

Magic Weapons. The lich shade's weapon attacks are magical.

Actions

Multiattack. The lich shade makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage plus 11 (2d10) cold damage.

Reactions

Spell Leech. When a creature the lich shade can see within 30 feet of it casts a spell of 1st level or higher, the lich shade can counter the spell, as if the lich shade had cast counterspell. If the lich shade attempts to leech a spell of 4th level or higher, it must make an Intelligence ability check. The DC for this check is 10 + the spell's level. If the spell leech is successful, the lich shade absorbs the magical energy and can use it only on its next turn in one of the following ways:

Cast. The lich shade can cast the spell as an action on its turn, using the original caster's spell save DC and spell attack modifier.

Eldritch Bolt. The lich shade chooses one creature it can see within 60 feet of it as an action. That creature must make a DC 16 Dexterity saving throw, taking 22 (4d10) force damage on a failed saving throw, or half as much damage on a successful one.

Heal. The lich shade uses an action to regain 22 (4d10) hit points, up to its maximum hit points. If the lich shade does not use the absorbed magic, it fades at the end of its next turn.

This creature appears as a rotting and skeletal humanoid dressed in tattered and worn robes with ancient runes etched on their surface. Its eyes blaze with a crimson fire.

The road a spellcaster travels in his or her quest for lichdom is not without danger. During the dark rituals invoked to achieve lichdom, the caster sometimes errs in his or her calculations or unleashes mystic forces best left untapped.

When such an event occurs, the spellcaster is usually destroyed outright. Other times, something is born as a result of this failed ritual – a lich shade.



Orc, Black Sun

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Black Sun Sight. Magical darkness doesn't impede the Black Sun orc's darkvision.

Light Sensitivity. While in bright light, the orc has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Stone Camouflage. The orc has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The orc makes two attacks with its greatclub or with its sling.

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Pale-skinned and strong as an ox, the Black Sun orcs worship strength and violence and feast on the cracked bones of their enemies.

Orc, Black Sun Priestess

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	16 (+3)	14 (+2)

Skills Insight +6, Intimidation +6, Religion +1

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Black Sun Sight. Magical darkness doesn't impede the Black Sun orc's darkvision.

Light Sensitivity. While in bright light, the orc has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The priestess is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priestess has the following cleric spells prepared:

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

1st level (4 slots): *bane, command, cure wounds, detect magic*

2nd level (3 slots): *augury, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, spirit guardians*

Actions

Multiattack. The orc makes two attacks with its greatclub or with its sling.

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

With her devotion painted in blood across her breast and her eyes alight with fervor for her dark faith, the Black Sun priestess embraces her cruel duties with relish. With her greatclub flecked with dried blood and her face painted white as a skull, she cuts a fearsome figure for a fearsome faith.



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