

HELL COMES KNOCKING



The people of Ardynshire have nearly all disappeared. Something sinister stalks the streets at night knocking on people's doors and leaving grisly scenes in its wake. Paranoia has transformed the community into a ghost town haunted by those too afraid to leave their homes.

Suggested Level: 8

Through a combination of roleplaying, chases, and combat, characters will uncover that the town is assailed by a powerful demon using its influence to animate the monastery's guardian statues and collect charnel fuel for a sinister plot. The adventure concludes with an attack on the local chapel and an exorcism inside it.

Only a group of stalwart heroes can survive this ordeal and emerge unscathed. Will they save the town from devouring itself, or will evil spread beyond the walls of Ardynshire?

BACKGROUND

Over the past month, a plague has swept through Ardynshire, infecting anyone foolish enough to step foot outside. Then, survivors began hearing knocking on neighbors' doors in the dead of night; those same neighbors would invariably turn up dead or missing in the morning. The townsfolk, concerned and hopeless, believed the plague to be a punishment from their god.

The truth was that the abbot of the local monastery attempted to cut a deal with a powerful demon, Arsanisax, in the hopes that glory would be restored to the monastery and town. The demon broke free of its fetters and slaughtered the monks. It then unleashed a plague upon the townsfolk who came to the monastery for healing. When those who went in never came out, people began hiding inside their homes.

The demon began to animate the monastery's statues to root out the remaining townsfolk. Those who can be used as fuel to summon more demons are brought back to the monastery, while those who are deemed unfit are killed.

If Arsanisax can assemble an army of dead things, statues, and demons, he intends to turn the entire countryside around Ardynshire into his demonic playhouse. And with only a handful more sacrifices required, he's nearly there.

RUNNING THIS ADVENTURE

This adventure is divided into three chapters:

Chapter I: Out of the Frying Pan. The characters enter the strangely empty town of Ardynshire and meet one of the last remaining survivors. They are chased by demonic statues toward the local monastery.

Chapter II: Into the Fire. Entering the monastery, the characters must face a host of undead and demonic servants in order to get to the source of the evil that threatens the land.

Chapter III: A Rite of Passage. Faced with true evil, the characters must make a choice: fight, or make a deal. Will they purge the evil from Ardynshire, or become its agents?

ADVENTURE HOOKS

Use one of the following hooks to pull characters into this adventure.

- Nearby towns have reported that no merchants have arrived from Ardynshire, and none of their traders have come back. You've been tasked with investigating the issue.
- Your journey has been a long one this day. From afar, you spot an idyllic farm town with a monastery at its center, and decide to seek a bed and hot meal there.
- A child is heard shouting in the streets about a sickness that has consumed his home in a nearby town. You go to investigate.

WELCOME TO ARDYNSHIRE

What was once a bustling town full of sounds and activity now stands silent and still. During the day, not a single soul walks the streets, and not a single animal stirs in their pen. The fetid smell of rot and decay permeates the still air.

Yet the town is not empty.

At night, there are things that move through the streets that do not mean well.

At night, there are yet a few houses whose windows betray the glow of a single candle.

At night, it is those houses that receive a knock at the door.

Those that answer are never seen again. Those that hide only delay the inevitable as the buzzing of flies and the smell of decay closes in on them and their immortal souls.

In Ardynshire, there is no life but the slow death of days, and hell has come knocking.

CHAPTER I

OUT OF THE FRYING PAN

The adventure begins once the characters arrive in Ardynshire just after sunset. Read or paraphrase the following:

The last rays of sunlight are dying in the sky, fading away to the dark as it creeps in above them. As you enter the town of Ardynshire through its stone gate, you realize that something is amiss. The streets are empty, animals lay rotting in their pens and stables, and the entire place is awash with the buzzing of flies.

Leaning against the fence of one small garden is a hastily-painted wooden sign that reads, "God is not here."

The only light comes from a smudged window of a stone cottage on the outskirts of town.

If characters decide to visit the house with the light, knocking on the door will terrify the occupant, but they open the door reluctantly if the characters are persistent or begin to move away. Once inside, the occupant introduces herself as Lariah (LG human **commoner** who can read and speak Celestial).

Lariah Plysworth. Lariah tells the characters about the plague, the knocking, the disappearances and murders, and the monastery being used as a sick house from which no one returns. Lariah has miraculously remained healthy, but is terrified. She frequently offers prayers to her god and speaks in rapid fire sentences. Her eyes constantly dart around the room.

Once Lariah has divulged her information to the party, something knocks on the door; three heavy thumps that shake the doorframe. Move to the "Hell Comes Knocking" encounter found later in this chapter.

ARDYNSHIRE ENCOUNTERS

The following encounters should be used to guide characters through the town of Ardynshire and into the monastery. Once the characters arrive at the steps of the monastery, move on to Chapter II.

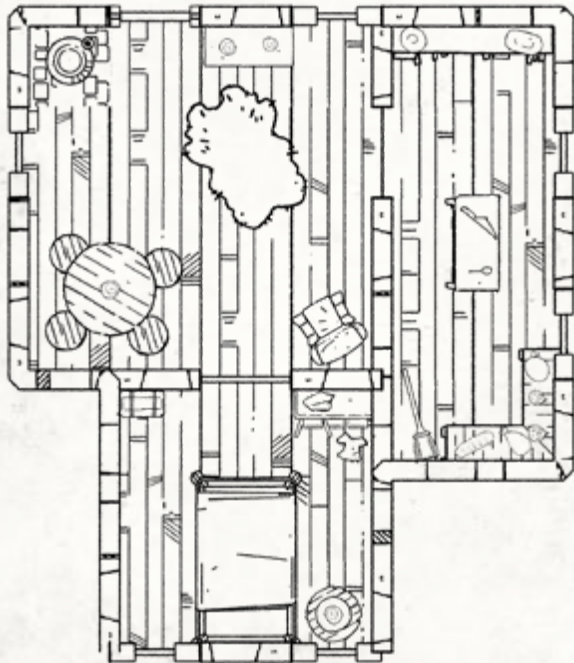
HELL COMES KNOCKING

When starting this event, read or paraphrase the following:

Three heavy thumps shake the doorframe, threatening to break down the door at any moment. Then the small voice of a woman cries out “Please help, Lariah. It’s dark, I need to get inside. Open the door!”

Lariah becomes even more frightened and attempts to retreat into a corner of the small cottage.

If no one answers the door, a long silence lingers over the house. After a few moments of silence, a **demonic statue** bursts through the door and attacks the characters.



Lariah's House

Hell Comes Knocking

Run. In all likelihood, the players will want to fight the statue. As the statues are impossible to destroy permanently, Lariah will scream at the characters to run for their lives, sacrificing herself if necessary. If she can, Lariah will attempt to escape with the characters.

If the characters are able to escape the cottage, move on to “The Chase.”

THE CHASE

As the characters leave the cottage, they see another **demonic statue** round the corner of a building 150 feet in front of them. The statue makes a low rumbling sound as it begins marching towards them with shuddering steps.

As the second statue makes an appearance, the first statue crashes through the door from the cottage. The characters have nowhere to go but deeper into the village down alleyways and narrow streets while the statues chase them. They need to find a place to hide.

Run an urban chase scene for two or three rounds before presenting the characters with two safe havens. The first is a run-down bakery with its door slamming against the frame in the wind. The second is a small cottage with the shattered remains of its door laying on the ground outside.

Depending on which option they choose, move on to the “Ardynshire Bakery” encounter, or the “Grisly Cottage” encounter. No matter which option they choose, the characters must make a successful group DC 13 Dexterity (Stealth) check to avoid detection by the statues.

Characters who are detected by the statues are followed by one statue to either the “Ardynshire Bakery” or the “Grisly Cottage,” where the statue lumbers to the door and knocks hard three times. Give the characters several moments to determine their course of action before the statue comes through and attacks.

ARDYNSHIRE BAKERY

The bakery seems to have been abandoned halfway through preparing for the day. An oversized bloated ball of bread dough spills from a bowl and bubbles on the floor like some giant ooze. Everything here reeks of rot and disease.

Remains of the Baker. The baker can be found inside the dough. The yeast has been infused with demonic energy and has half devoured the baker. Any character who investigates the dough discovers the remains.

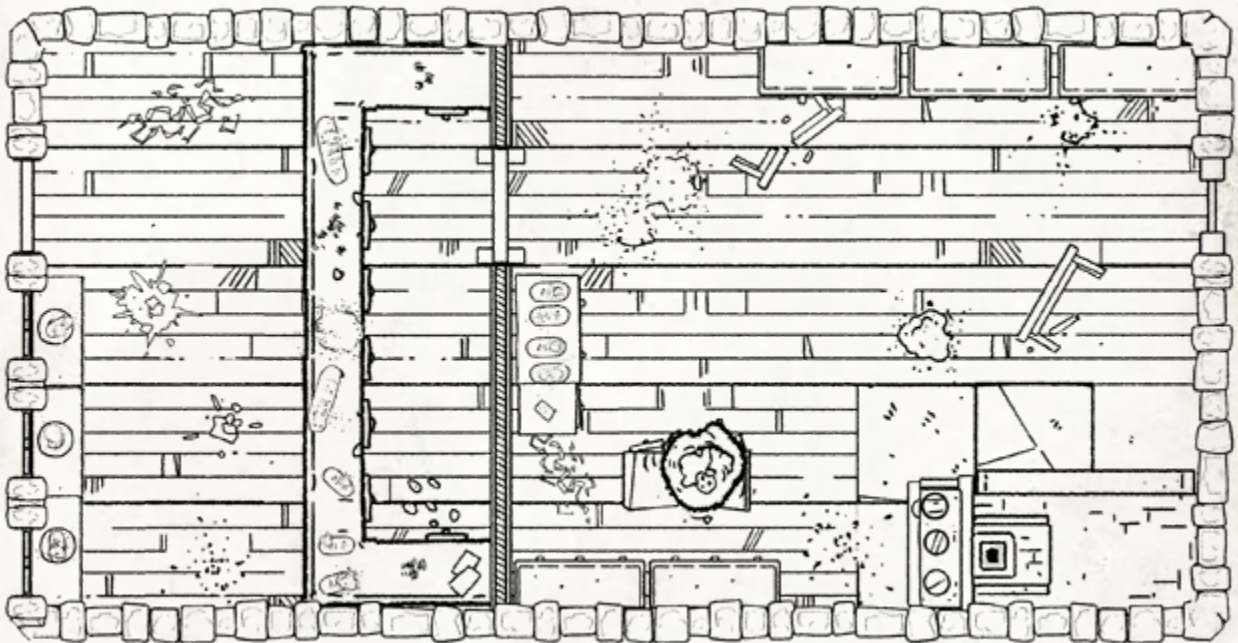
The body has the telltale signs of sickness, and any character who succeeds on a DC 15 Wisdom (Medicine) check realizes that the disease is magical in nature. Characters that make a subsequent DC 14 Intelligence (Religion) check will learn that the disease is laced with demonic energies.

Hiding Places. Characters can find a number of hiding places in the bakery. The following are some examples:

- The bakery has cupboards large enough for a medium humanoid to squash into.
- A character can hide within the bubbling ball of dough, but must succeed on a DC 15 Wisdom saving throw or gain a short term madness.
- There are two bread ovens large enough for characters to hide in.

Wherever the characters choose to hide, they must make a successful Dexterity (Stealth) check opposed by the demonic statue's Wisdom (Perception) check. On a failed check, the statue finds the character and attacks.

Developments. Once the characters leave the bakery, they can choose to enter the Grisly Cottage or continue towards the monastery. If they head towards the monastery, run the "Of Manners and Rules" encounter below.



Ardynshire Bakery

GRISLY COTTAGE

Dozens of corpses are arranged on the blood smeared floor of this cottage, their bodies too mangled to easily identify.

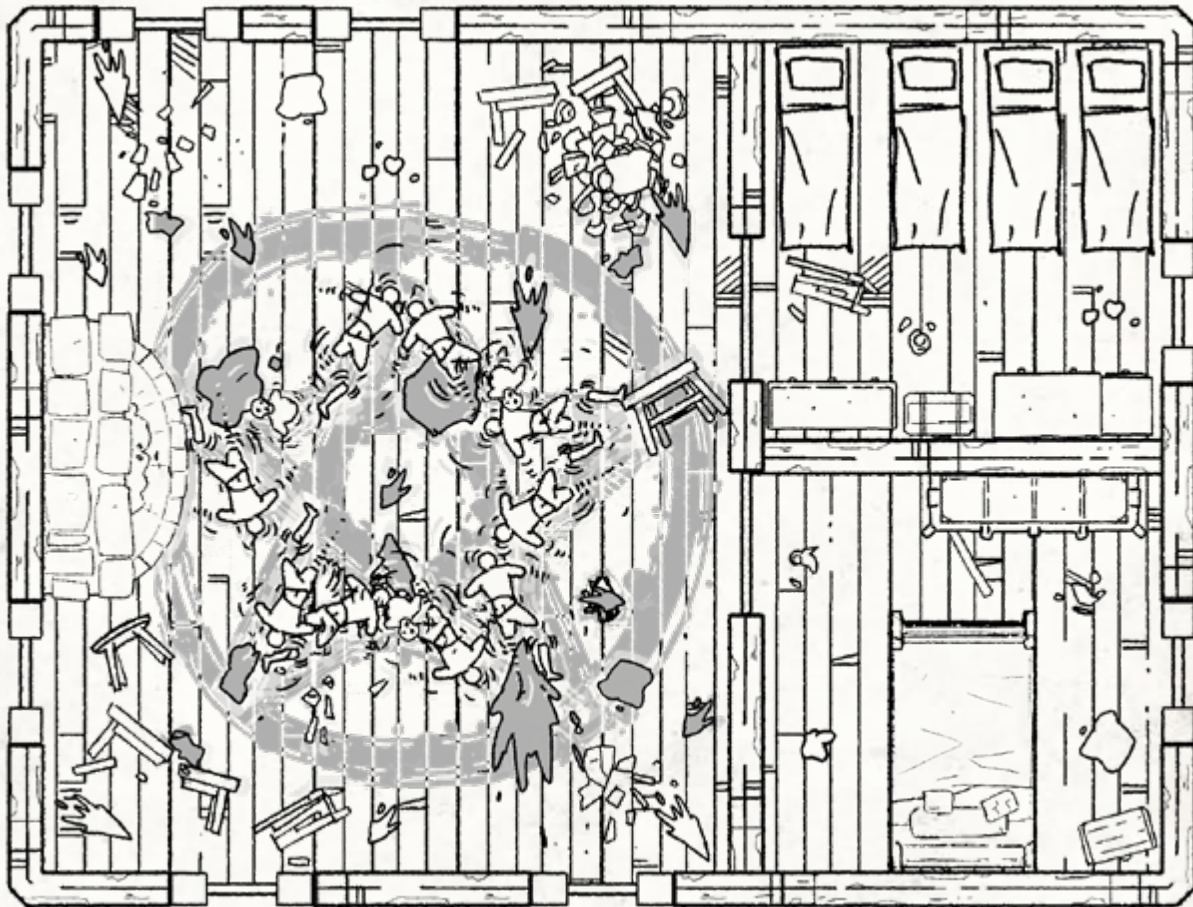
Corpse Arrangement. The corpses are arranged in a pentagram that is immediately detectable without an ability check. A successful DC 16 Intelligence (Arcana or Religion) check reveals the symbol to be part of a ritual that Arsanisax used to empower his physical form.

Scattering the body parts in this area forces Arsanisax to make his Wisdom saves against being exorcised during Chapter III with disadvantage.

Detected. Since there is no door to this building, the statue immediately enters the cottage and attacks.

Hiding Places. Characters can disguise themselves as one of the corpses on the floor if they succeed on a Charisma (Deception) check opposed by the statue's Wisdom (Insight) check.

Developments. Once the characters leave the grisly cottage, they can choose to enter the bakery or continue towards the monastery. If they head towards the monastery, run the "Of Manners and Rules" encounter below.



Grisly Cottage

OF MANNERS AND RULES

When the characters are on their way to the monastery, read or paraphrase the following

A voice whispers from a narrow alleyway, “Hey, come here, I can help you get past the statues.” A shadowed figure gestures for you to approach deeper into the alleyway. Behind you, the thundering footsteps of the approaching statues draw closer.

Decisions. Characters can decide whether they trust this character or if they want to keep moving. If they want to keep going, move on to the “Closing the Gate” encounter. Otherwise, run this encounter before moving on.

Two-Faced. A month ago, Alberich Timber (NE human **priest**) was a middle-aged monk from the monastery. Now, he is an empty vessel Arsanisax uses to toy with the characters. Everything he says is a lie, but he does his best to get the party to trust him before betraying them. He tries to get everyone out of the open and into an old cellar he’s pretending to live in. Once inside, he offers food and drink and insists he will take the characters where they need to go “in a little while.”

In between asking the characters for information about themselves, Alberich can share the following lies with the party:

- He was a monk from the monastery on the hill but was out gathering alms from the village when the plague started.
- People started dropping quickly, so Alberich found this cellar to hide in for a while. By the time he’d come up for air a few days later, the town had fallen to complete chaos.
- He tried to help as many people get to the monastery as possible but people stopped trusting any monks.
- He’s been hiding out here ever since, only going up at night to find supplies and food.

Alberich Timber

Nearly all his life, Alberich was a devout servant of the Ardynshire Abbey, being almost solely responsible for all of the festive celebrations that the abbey sponsored in the town.

During these celebrations, Alberich took it upon himself to entertain the children of the town and gave them small gifts he fashioned out of wood. As such, the gray-haired monk was well loved by the youth of Ardynshire.

After turning Alberich into an empty shell for his own possession and use, Arsanisax used that love to lure children to the monastery.

The falsehoods in Alberich’s statements can be revealed through a DC 18 Wisdom (Insight) check.

Betrayal. This interaction is long enough for a short rest to allow the characters to recover some of their spent resources. Once they finish, Alberich offers to show the characters a secret way through town that will avoid the statues.

Anyone who agrees to follow Alberich will be taken to a tapestry on the wall, behind which is hidden a five-foot-wide hole that leads to a ten-foot-wide roughly hewn and unlit tunnel. He goes in first, disappearing into the darkness. The tunnel is 200 feet long, and emerges at the bottom of a twenty foot deep well just outside the monastery.

Fifty feet inside the tunnel, a **demonic statue** is hidden in an alcove. It can be noticed with a DC 18 passive Perception score or higher.

If discovered, the statue emerges and attacks. If it remains hidden, it attempts to grab the last character in line.

Once the statue attacks, Alberich unleashes his magical ability and attacks the characters. He fights until reduced to 0 hit points, at which point he dissolves into a cloud of flies and laughter.

Developments. Once the characters escape the tunnel, move on to the “Closing the Gate” encounter.

CLOSING THE GATE

Weathered and uneven stone stairs ascend to the monastery behind an old iron gate. The gate is set into an uneven wall and topped with a crooked archway. As you approach, you hear the low rumbling growl of the statues behind you.

The gate to the monastery (Area 2A) was once empowered with the holy magic of their god. Now, centuries later, the gate's energy has weakened considerably, but it can still prevent fiends and undead from crossing the threshold while the celestial seal on the gate's clasp is activated.

Celestial Seal. If the characters attempt to shut the gate, they notice an ancient seal on the gate's clasp. A successful DC 13 Intelligence (Arcana) check reveals that the seal is magical and is meant to keep the monastery safe from demonic, fiendish, and undead presences passing through the gate. It can only be activated with its code word.

Characters with a passive Perception of 13 or higher notice the phrase "Speak these words and all will be well" written in Celestial on the archway above the gate. If these words are spoken aloud, the gate will seal shut, the monastery's bell will chime three times, and a radiant light will cover the gate and the walls.

If the seal is activated, any statues pursuing the characters cannot pass it until the magic dissipates or is dispelled.

The Statues Attack. If the gate is shut but not sealed, the statues will knock three times before battering the gate down. It takes them three rounds to do so, and they will pursue characters throughout the monastery until forced to return to their plinths (see Area 2F for details).

Developments. If the seal is shut on the gate, the characters are free to move into the monastery without fear of the pursuing statues.

CHAPTER II

INTO THE FIRE

What was once a pristine and much beloved monastery for the people of Ardynshire has devolved into a maddening ruin of vice and bloodshed. The monks who did not join Arsanisax were slaughtered and offered to his new clergy as morsels.

When the plague was unleashed onto the town below, Arsanisax knew the people would come to the monastery seeking aid. Those who came were rounded up in the central courtyard and left to succumb to the illness, their remains used as experiments for new diseases and as food for the insatiable cultists.

By the time the characters arrive, there are only a handful of cultists left, most of whom are too deranged to think farther than their next grisly meal. They roam the courtyard feasting on diseased remains while the reanimated abbot works tirelessly on creating new plagues in the library (Area 2D).

Now, Arsanisax lurks in the sealed-off chapel (Area 2H) plotting his next moves, while Ardynshire crumbles below.

MONASTERY LOCATIONS

The following section details locations within the monastery grounds. Each area is keyed to the maps included at the end of this adventure.

2A. GATEWAY

Beyond the old iron gate stands the oversized, iron-banded door to the monastery. Flanking the door are six empty plinths slick with blood. A thick black fog hangs in the air.

Due to the black fog, the interior of the monastery is lightly obscured. The fog smells of decay, but is otherwise harmless.

Plinths. The plinths belong to the demonic statues. If the characters return here after locating the incantation in Area 2G, they can force the statues to return to their plinths and stay there, safely opening the path to the chapel in the process.

2B. CLOISTER

Dozens of bodies lay in piles of rot and buzzing flies throughout this ruined courtyard, around which is a stone walkway and several doors. A dead tree stands in the center where four hunched over figures are busy fighting over a half devoured corpse. They slowly turn to you with leering black eyes and gore speckled faces, revealing row after row of serrated teeth inside their mouths.

The Arsanisax cultists attack immediately and do not stop until they are destroyed. On round two of the fight, four **demonic plague walkers** rise from the piles of corpses around the room and join the fray.

Treasure. Scattered amongst the bodies are 25 gp, 70 sp, and 90 cp.

2C. CHAPEL ENTRANCE

A fountain in the middle of this vaulted stone room burbles with a thick red liquid. A grand set of double doors stands closed in the north wall.

If the **demonic statues** here have not been called back to their plinths, add:

Four statues of saints, dripping with ichor, stand guard in front of the door.

The statues have been posted here by Arsanisax to prevent anyone from entering the chapel, where he plots his next move. Characters may choose to fight the statues, but it would be much safer to call them back to their plinths with the incantation found in Area 2G.

2D. DORMITORY

A dozen unmade beds line the flaking plaster walls. Laughter spills out from somewhere in the room.

The laughter is coming from a monk in the final stages of transforming into a pox ridden monster. He is crouched in a corner under a blanket pretending to be hidden and laughing hysterically at random intervals.

The monk has forgotten his name, and if asked will only reply with “We do not need names where we are going.” He will talk about the monastery, Arsanisax, and the burning under his skin. A successful DC 15 Intelligence (Medicine) check will reveal that the monk is burning up with a fever and has bubbling pustules all over his flesh.

The Progression. Once the characters make way to leave, the monk will begin screaming. After a moment, his features contort and morph into an **Arsanisax cultist**. Plague drips from his wounds and broken patches of skin as he lunges to attack the closest character.

2E. MESS AND KITCHEN

The eatery is covered in blood and bones. Broken tables and overturned benches litter the mess hall, while cauldrons of bubbling sludge stand over raging fires in the kitchen. Skulls leer at you from the coals beneath the flames with pained grimaces.

Plague Cauldrons. The two cauldrons are full of bubbling plagues Arsanisax is working on. They smell of sweat, mold, and stagnant swamp water. Characters who make a DC 14 Intelligence (Arcana) check can determine that these are liquid versions of some new plague and are magical in nature.

Characters can destroy the plagues in the cauldrons by pouring holy water into the mixtures, or by casting spells on them that deal radiant damage. Doing so will cause Arsanisax to lose access to his Plague Spout ability during the Chapter III encounter.

Treasure. Scattered about are ten silver candlesticks worth 5 gp each.

2F. LIBRARY

Row upon row of leather bound tomes litter the stone floor. A hunched figure is standing over a desk. A key dangles from his rotting neck while blackened fingers scan the text a book. In the corner, wreathed in black fog, is a spiral staircase leading upward.

What remains of Abbot Darthanieu's body is dead and possessed by a demon named Gilhar. The demon does not want to fight while inside his host, and will offer parley to the characters. If attacked, he uses the statistics of an **Arsanisax cultist**.

Gilhar. The demon, Gilhar, speaks in a raspy, bubbling voice. He is cautious, but not unwelcoming of the party, seeing them as both interlopers and possible tools for his own ends. Gilhar

suggests the characters exorcise Arsanisax and banish him back to the hells. He offers characters the knowledge of how to do so for a small piece of their soul. Their souls will be enough to let Gilhar remain in the mortal world after Arsanisax is banished, allowing him to pursue his own goals away from Ardynshire.

Should the characters take this deal, Gilhar extracts a piece of each party member's soul in a painful process that reduces their max hit points by 1d4 until they are affected by a *greater restoration* spell or similarly powerful magic. He then tells them how to banish Arsanisax: They must repeat the following phrase in Abyssal, Infernal, or Celestial while smearing fresh blood on the altar used to summon him: "Through plague and pestilence and buzzing flies, we send you back, we cut our ties."

If no characters know those languages, Gilhar teaches one of them enough to recite it in Abyssal. That character must then succeed on a DC 15 Wisdom saving throw or gain a form of short term madness.

Locked Door. The locked door at the top of the stairs leads to the Abbot's Office (Area 2G) and can be opened with Darthanieu's key or thieves' tools and a DC 17 Dexterity check. The key can be looted off of Darthanieu's corpse, if slain, or gifted to them after a successful DC 13 Charisma (Persuasion or Deception) check.

2G. ABBOT'S OFFICE

A single desk stands before a large bay window overlooking the town, fields, and chapel below. On top of the desk are several papers covered in sigils and symbols. A sizable chest sits on the floor at the back of the room.

This was where Abbot Darthanieu poured over the monastery's accounts and records, and sank into the depths of the despair which caused him to summon Arsanisax. Since the demon's arrival, no one has been in this office.

Disabling the Statues. Characters who investigate the desk and succeed on a DC 10 Wisdom (Perception) check find a small scrap of ancient yellowed paper covered in Celestial writing. Characters who can read Celestial can see that it says "Guardians of stone and holy light, defend us now from the night." A second line reads "Your job is done, the fiends are dead. Return to sleep, it's time to rest."

Reciting the second line in Area 2A will deactivate the statues in the town and Area 2C, and cause them to peacefully return to their plinths.

Exorcism. A scrap of paper on the desk is covered in demonic symbols and drawings. Lines in Abyssal, Celestial, and Infernal all read, "Through plague and pestilence and buzzing flies, we send you back, we cut our ties." Also accompanied is a notation in common saying that you can only exorcise Arsanisax if fresh blood is smeared on the altar used to summon him.

Treasure. The abbot keeps the monastery's funds in a chest at the back of the room. Inside the chest are three vials of *holy water*, a polished golden necklace worth 250 gp, a *scroll of comprehend languages*, and a large sack containing 876 gp.

2H. CHARNEL CHAPEL

Beyond the grand doorway, darkness hangs like a shroud and the air vibrates with a chorus of flies. Blood and black fog cover every inch of the chapel. Bodies hang from the rafters or lay on the floor, each covered in yellow pustules. At the opposite end of the hall, a dark figure hovers over the altar, beating its oversized insect wings; its skin covered in dozens of whispering mouths.

This is where the monks of the monastery summoned the demon that has all but razed the town of Ardynshire, and where the filthy being now makes its lair. The air in this room is heavy and oppressive with the scent of death and rot.

Arsanisax smiles with every mouth on his body as the characters arrive. Once the characters enter this area, move on to the final encounter of this adventure, detailed in Chapter III.

Treasure. Scattered amongst the bodies in this area are 200 gp, 100 sp, and 75 cp, as well as two jeweled rings worth 20 gp each.

CHAPTER III

A RITE OF PASSAGE

Arsanisax has been waiting for the characters, and has kept an eye on them through his disciples. When they arrive, he speaks in a myriad of voices that are echoed through the buzzing of flies all around the room, “Good, you’ve arrived. I’ve been expecting you.”

An offer. The characters have impressed the demon and he wishes them to spread rot and pestilence across the world on his behalf. He offers them a boon and safe passage if they agree.

Should the characters agree, Arsanisax honors the arrangement. He grants them all immunity to disease, as well as resistance to poison and necrotic damage, and allows them to leave unharmed.

To the death. If any character refuses, Arsanisax attacks. He uses everything in his power to prevent the characters from reaching the altar.

If any **demonic statues** remain active, they will arrive in the chapel on initiative count 20 of round two. Any **Arsanisax cultists** and **demonic plague walkers** left in the monastery will also arrive during the final confrontation.

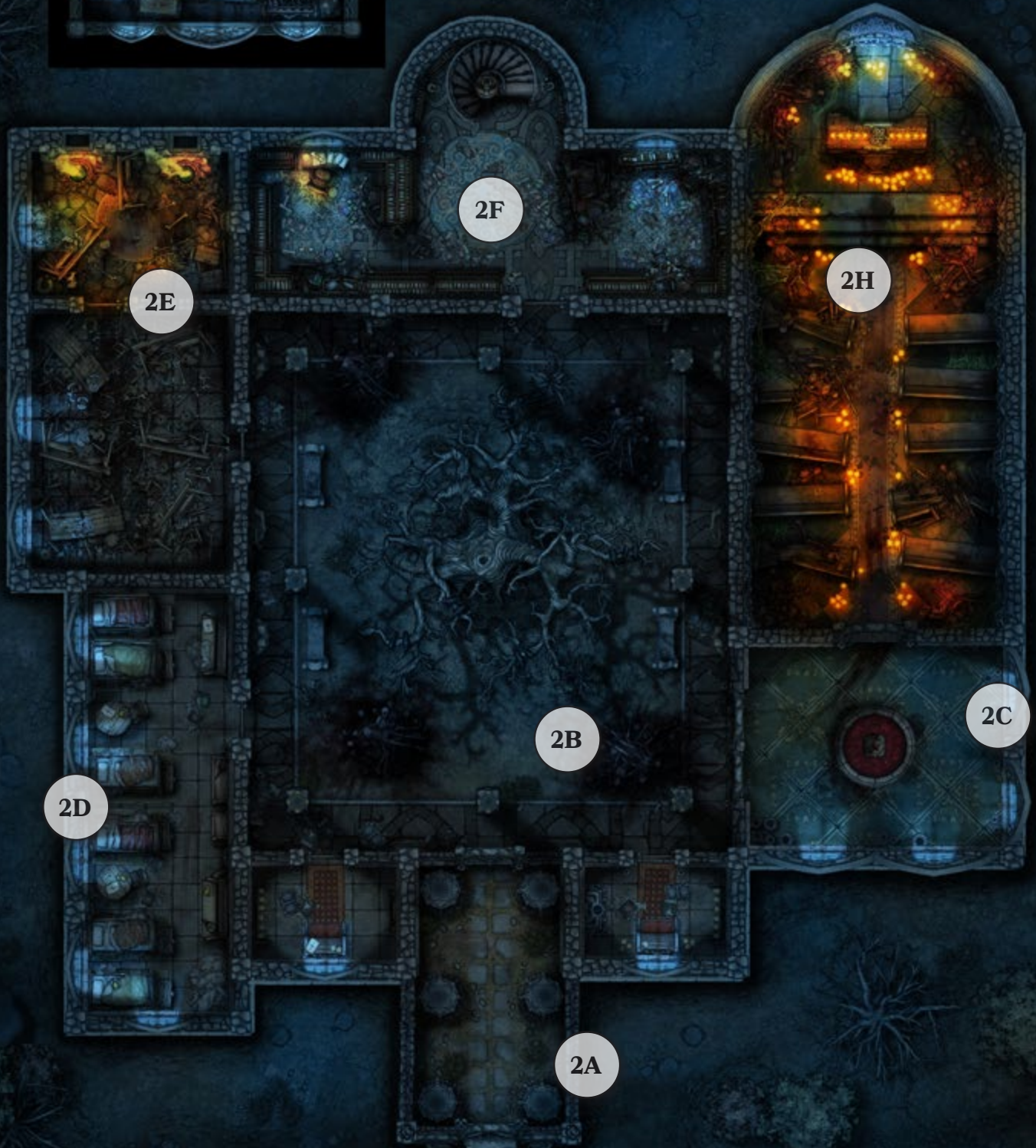
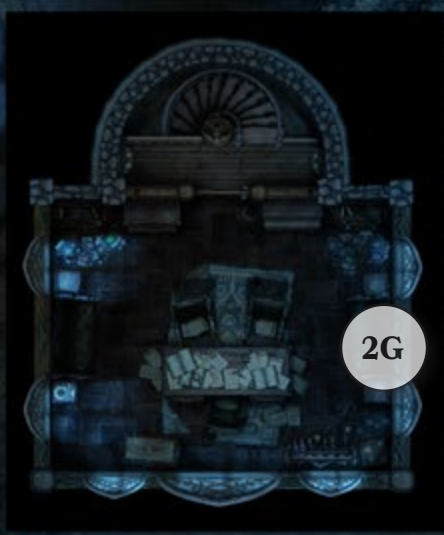
Exorcism. If a character reaches the altar and smears fresh blood onto it, they can recite the phrase: “Through plague and pestilence and buzzing flies, we send you back, we cut our ties.” Arsanisax must make a DC 20 Wisdom saving throw whenever a creature touching the altar speaks this phrase, taking 6d8 radiant damage on a failed save. If this effect reduces his hit points to 0, Arsanisax is banished.

CONCLUSION

This adventure can end one of two ways. If the characters join Arsanisax, they become infused with his demonic essence and can undertake missions on Arsanisax’s behalf. He rewards them for their successes and punishes them harshly for their failures.

If the characters exorcise or slay Arsanisax, Gilhar comes into the chapel to thank them for freeing him. As a reward, Gilhar offers the characters a black coin with a golden skull. He says that if they ever find themselves in need, they can offer the coin back to Gilhar and he will arrive to aid them. He also cures any plagues they may have incurred fighting Arsanisax.

As the characters leave town, a dozen survivors emerge from their homes and thank the characters solemnly. They offer them food and supplies for their journey onwards and insist that they must rebuild their township. If Lariah survived the initial encounter, she hands the characters a diamond worth 1,000 gp, and says that it was a family heirloom from when Ardynshire was a haven of goodness and wealth.



ARDYNSHIRE MONASTERY

ADVENTURE STAT BLOCKS

CR
13

Arsanisax

Medium Fiend (Demon), Chaotic Evil

Hit Points		AC	Prof. Bonus		Pass. Perc.
180		15	+5		13
STR	DEX	CON	INT	WIS	CHA
18	15	20	16	12	19
+4	+2	+5	+3	+1	+4

Condition Immunities: Poisoned

Damage Immunities: Poison

Damage Resistances: Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Languages: Common, Abyssal

Saving Throws: DEX +7, WIS +6

Senses: Darkvision 120 ft., Truesight 60 ft.

Skill Bonuses: Intimidation +9

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

Features

Aura of Disease. If a non-undead, non-fiend creature begins its turn within 30 feet of Arsanisax, they must make a DC 18 Constitution saving throw. On a failed save, the creature becomes poisoned and takes 11 (2d10) poison damage at the start of their turn. A character can reroll this saving throw at the end of each of their turns, ending the effect on a success.

Legendary Resistance (3/Day). If Arsanisax fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Arsanisax makes two Claw attacks or one Claw attack and uses Plague Spout.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature, *Hit:* 14 (3d6 + 4) slashing damage plus 7 (2d6) poison damage. If the target is poisoned, they take an additional 7 (2d6) poison damage.

Plague Spout. *Ranged Spell Attack:* +9 to hit, range 60 ft., one creature. *Hit:* 20 (4d10) poison damage. If the target is poisoned, they take an additional 7 (2d6) poison damage. The target must then make a DC 15 Constitution saving throw. On a failed save, they gain a point of exhaustion and become poisoned.

Legendary Actions

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

Debilitating Drone. Arsanisax beats his wings in a horrible cacophony. Any non-fiend, undead, or construct within 60 feet of Arsanisax must make a DC 15 Wisdom saving throw or become paralyzed until the end of their next turn. This effect doesn't work on deafened creatures.

Rush. Arsanisax moves up to his speed towards one target creature. If he ends this legendary action within 5 feet of a hostile creature, he can make one Claw attack.

Plague Spout (Costs 2 Actions). Arsanisax uses the Plague Spout action.

CR
2**Arsanisax Cultist***Medium Undead, Chaotic Evil*

Hit Points	AC	Prof. Bonus	Pass. Perc.			
40	12	+2	10			
STR	DEX	CON	INT	WIS	CHA	
16	14	14	6	10	7	
+3	+2	+2	-2	+0	-2	

Condition Immunities: Poisoned**Damage Immunities:** Poison**Languages:** Common, Abyssal**Speed:** 30 ft.**Features**

Plague Ridden. Whenever an Arsanisax cultist takes slashing or piercing damage, every non-fiend, undead, or construct within 10 feet must make a DC 15 Dexterity saving throw or take 2d6 poison damage.

Actions

Multiattack. The Arsanisax cultist makes two Festering Claw attacks.

Festering Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature, *Hit:* 6 (2d6+3) slashing damage. The creature must then make a DC 15 Constitution saving throw, becoming poisoned on a failed save and taking an additional 2d6 poison damage at the start of their turns until cured. Creatures who succeed this saving throw are immune to this effect for 24 hours.

CR
1**Demonic Plague Walker***Medium Undead, Chaotic Evil*

Hit Points	AC	Prof. Bonus	Pass. Perc.			
20	8	+2	10			
STR	DEX	CON	INT	WIS	CHA	
13	7	16	6	10	4	
+1	-2	+3	-2	+0	-3	

Condition Immunities: Charmed, Exhaustion, Poisoned, Unconscious**Damage Immunities:** Necrotic, Poison**Languages:** —**Speed:** 20 ft.**Features**

Undead Fortitude. If damage reduces the plague walker to 0 hit points, it must make a Constitution saving throw equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the plague walker drops to 1 hit point instead.

Actions

Virulent Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature, *Hit:* 8 (2d6 + 1) piercing damage. If the target is a creature, they must make a DC 15 Constitution saving throw, becoming poisoned on a failed save. On a successful save, the target is immune to this effect for 24 hours.

CR
9

Demonic Statue

Medium Construct, Chaotic Evil

Hit Points		AC	Prof. Bonus		Pass. Perc.
140		18	+4		18
STR	DEX	CON	INT	WIS	CHA
20	15	14	10	10	4
+5	+2	+2	+0	+0	-3

Condition Immunities: Charmed, Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Damage Immunities: Necrotic, Poison, Psychic

Damage Resistances: Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Languages: Common, Abyssal, Infernal, and Celestial

Senses: Darkvision 60 ft.

Skill Bonuses: Perception +8

Speed: 30 ft.

Features

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

Magical Attacks. The statue's attacks are magical.

Regenerative Form. If the statue is reduced to 0 hit points, it crumbles into several pieces before rapidly reassembling. The statue takes 1d4 rounds to regenerate.

Actions

Multiattack. The statue makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature, *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must make a DC 15 Dexterity saving throw or become grappled by the statue. The statue can only grapple two creatures at a time. If the statue uses its slam attack while grappling a creature, that creature automatically takes the damage of the attack in addition to the statue's target.

CR
2

Priest

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus		Pass. Perc.
27		13	+2		13
STR	DEX	CON	INT	WIS	CHA
10	10	12	13	16	13
+0	+0	+1	+1	+3	+1

Languages: Any two languages

Skill Bonuses: Medicine +7, Persuasion +3, Religion +5

Speed: 30 ft.

Features

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (4 slots):** *cure wounds, guiding bolt, sanctuary*
- **2nd level (3 slots):** *lesser restoration, spiritual weapon*
- **3rd level (2 slots):** *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.