

















Sword of III Omen

Weapon (-I longsword), Cursed

Property: Once this weapon is picked up, the wielder cannot relinquish the weapon by any means other than by using a remove curse or greater restoration spell.

Property: Any attack roll (including spell attacks) you make that does not involve using this weapon is made with disadvantage.

Property: When you make an attack with this weapon and miss, you take 10 (3d6) psychic damage. This damage cannot be reduced in any way.

U20

Sword of Retribution

Weapon (+1 longsword)

Property: While wielding this weapon, you have advantage on all Charisma-based skill checks and saving throws.

Property: While wielding this weapon you have resistance to necrotic damage.

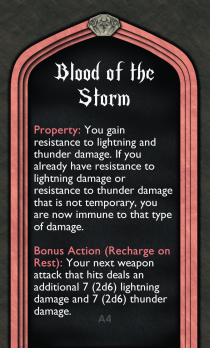
Bonus Action (Recharge on Rest): An ally of your choice that you can see can make a weapon attack as a free action. If the attack hits, the target of the attack takes an additional 14 (4d6) radiant damage.

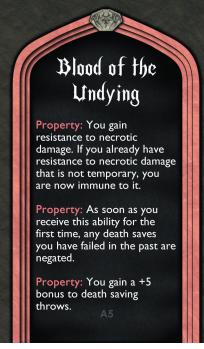
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CENOBITE DEMON

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor) Hit Points 45 (6d8+18) Speed 30 ft.

Saving Throws Con +5, Wis +3, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison **Condition Immunities** charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11 **Languages** infernal, telepathy 60 ft.

TRAITS

Devil's Sight: Magical darkness doesn't impede the demon's darkvision.

Magic Resistance: The demon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The demon makes two chain attacks.

Chain, Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 10 (2d6+3) slashing damage. The target is grappled (escape DC 13) if the demon isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 14 (4d6) slashing damage at the start of each of its turns.

HENRY, THE REANIMATED CREATURE (FLESH GOLEM)

Medium undead/construct, neutral

Armor Class 9 Hit Points 85 (10d8+40) Speed 20 ft.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 22 (+6)
 6 (-2)
 18 (+4)
 8 (-1)
 10 (+0)
 5 (-3)

Skills Athletics +8

Damage Resistances necrotic

Damage Immunities lightning (see *Lightning Absorption*), poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Common

TRAITS

Aversion to Fire: If Henry takes fire damage, he has disadvantage on attack rolls and ability checks until the end of his next turn.

Immutable Form: Henry is immune to any spell or effect that would alter his form.

Lightning Absorption: Whenever Henry is subjected to lightning damage, he takes no damage and instead regains a number of hit points equal to half the lightning damage dealt.

Magic Resistance: Henry has advantage on saving throws against spells and other magical effects.

Magic Weapons: Henry's weapon attacks are magical.

Reanimated Corpse: Henry is not considered a living creature and cannot be healed by conventional means (see *Lightning Absorption*).

ACTIONS

Multiattack: Henry makes two slam attacks.

Slam, Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d8+6) bludgeoning damage.

GIANT CARNIVOROUS PLANT

Large plant, chaotic neutral

Armor Class 12 (natural armor) Hit Points 42 (5d10+15) Speed 10 ft.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 18 (+4)
 6 (-2)
 16 (+3)
 8 (-1)
 10 (+0)
 7 (-2)

Damage Vulnerabilities lightning

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone

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

Languages Common

Actions

Multiattack: The plant makes two attacks: one with its *bite* and one to *constrict*.

Bite, Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d10+4) piercing damage.

Constrict, Melee Weapon Attack: +7 to hit, reach 10 ft., one Large or smaller creature. Hit: 15 (2d10+4) bludgeoning damage. The target is grappled (escape DC 14) if the plant isn't already constricting a creature, and the target is restrained until the grapple ends.

Swallow: The plant makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects from outside the plant, and takes 21 (6d6) piercing damage at the start of each of the plant's turns, and if the target is a living creature the plant heals for half the damage dealt. The plant can have only one creature swallowed at a time.

If the plant takes 20 or more damage on a single turn, the plant must succeed on a <u>DC 14 Constitution</u> saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the plant. If the plant dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.