

NAMEIA'S LABORATORY



Written by Stratos Fotakis

A 4-5 hour one-shot adventure for 4 to 6 sixth level characters, for the greatest roleplaying game



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ON THE COVER

Alexandros Balatsouras illustrates Nameia, a powerful Blood Mage Tiefling, who strives for ultimate power and immortality. May gods protect any adventurer who stands in her way.

Disclaimer: We are not responsible for the deaths of player characters that do get crushed by the bloodhulk fighters or get eaten by the Nameia's bloodhounds. Nameia said that they are both totally harmless and just want to make new friends.

NAMEIA'S LABORATORY

Nameia's Laboratory is a one-shot adventure that can fit in the world of Forgotten Realms, or your homebrew campaign, designed for four to six fifth level characters. By the end of the adventure characters should be level 7. If you are planning to run through the adventure as a player, stop reading now!

It is suggested for your players to make their own characters, it is advised that they make their adventuring party together and come up with reasons why their characters are friends. This adventure module can link to *Waterdeep Dragon Heist* (in the *Mount Waterdeep*) or you can place it in your home campaign.

RUNNING THE MODULE

It's recommended to read the adventure module in its entirety before running it. The module refers to the *Dungeon Master's Guide* and *Players Handbook*.

Creatures and NPCs written in **Bold** refer to the corresponding entries in the *Monster Manual* or Appendix A | Monster and NPCs.

Magic items and spells written in *Italic* refer to the corresponding entries in the *Dungeon Master's Guide*, *Player's Handbook* or Appendix B | Magic Items.

ADVENTURE SUMMARY

In the adventure, the players will have to infiltrate the hidden laboratory of the Crimson Order, under the leadership of the **Blood Mage Nameia**. The adventuring party, after they find their way inside the cave into the cults hold will face Nameia's horrific creations along with her army of fanatics, in order to put a stop to her plans and save the unfortunate captives, that are about to be subdued to vile experiments.

ADVENTURE HOOKS

As the DM you can choose the hook that fits your player's style better. These hooks depend on player curiosity, heroism and sense of justice or vengeance. Pick the ones that fit your players better.

THE WHISPERING HEIGHTS

Heading back to town from their previous adventure the characters come randomly across the entrance of the Crimson Order's hideout. Outside of the cave's stands a bloated horror, with distended veins sprawling across its living skin. Why would a creature like that protect the entrance of a cave?

A FACTIONS MISSION

Your adventuring party might be a part of a well-known faction that has given you information about the location of the hideout and wants you to delve inside to learn more about it.

The factions your players might belong are:

- **The Emerald Enclave:** Protectors of nature and natural order. Druids and rangers are especially welcome to the organization. Enclave members could share information with the party that they have learned from magical conversations with animals, about an abnormal creature that guards the entrance of the cave.
- **The Harpers:** Smart, non-evil characters can join the Harpers. Bards and wizards are especially welcome. The Harpers spy network could provide the party with information about the rise of a secret cult, that is practicing long forgotten forms of magic and has possibly abducted several civilians. Their mission is to infiltrate and bring back those who are missing.
- **The Lords Alliance:** The Lords' Alliance is a coalition of rulers from cities and towns across Faerûn (primarily in the North), who collectively agree that some solidarity is needed to keep evil at bay. The agents of the Alliance include sophisticated bards, zealous paladins, talented mages, and grizzled warriors. A possible cult would be a threat to the homeland of Lord's Alliance, so they task the adventurers to seek out and destroy the possible threat.
- **The Order of the Gauntlet:** Any non-evil character can join the Order of the Gauntlet, especially Clerics, Monks, and Paladins. Since the Order's mission is to seek out and destroy all evil before it gains any foothold, the adventuring party would be tasked to investigate the possible threat and confront the cultists if they think they pose a threat.
- **Zhentarim (also known as the Black Network):** Any adventurer could join the faction. Tenacity and loyalty are highly valued (but not essential) traits for new members. Since the Black Network wants to establish political influence they could have sent the party to a mission to remove any possible threat to them.

Alternatively, if the party already belongs to another faction or organization, you can stick with their goals and a possible reason that would motivate the characters to investigate the evil cult's hideout.

FINDING THE MISSING CITIZENS

Recently several citizens have gone missing. Rumors say that those who are missing have something in common. They were all magic casters, most of them capable of casting spells innately. **Maxwell Lockwood** (NG male human) a personal detective in Waterdeep (or a town in your homebrew world) has tasked the characters to find **Illetalish**, a rare kind of draconic bloodline sorcerer and bring her safely back to town. His client would pay 150 gold pieces to each of the characters. Maxwell doesn't know the motives of his client, but he has managed to collect the clues that lead that the missing magic users, including Illetalish are located in the *Mount Waterdeep* (or a place in your home campaign).

ADVENTURE STRUCTURE

Nameia's Laboratory is a one-shot adventure designed to familiarize the players with the concept of Blood Magic and the threat of Crimson Order cult.

The characters arrive at the entrance of the cave that is guarded by a **Bloodhulk Fighter** (see Appendix B), it's a very straightforward encounter, familiarizing the players with a creature created by blood magic.

The characters enter the first room of the laboratory that is guarded by four cultists. An encounter is likely to happen in this room as the guards are instructed to incapacitate any possible threats for the laboratory. If the guards find themselves in a disadvantageous position, at least one of them will try to run and bring reinforcements from the *Sleeping Quarter* (A6), where the rest of the Red Blades sleep.

The party can either continue towards the experiments section where Nameia keeps the prisoners and her ongoing experiments, decide to move towards the t-cross corridor or proceed towards the sleeping quarter (if they managed to take care of the guards without relative stealth), the storage room or the entrance of the throne room.

Encountering the main body of the cult early would prevent the characters from encountering both Nameia and her forces together, resulting in a more than deadly encounter.

The entrance to the *Throne Room* (A9) requires a puzzle to be completed in order for the party to continue. The puzzle is trivial for the cult members but none of the cult members would reveal the answer to the adventurers.

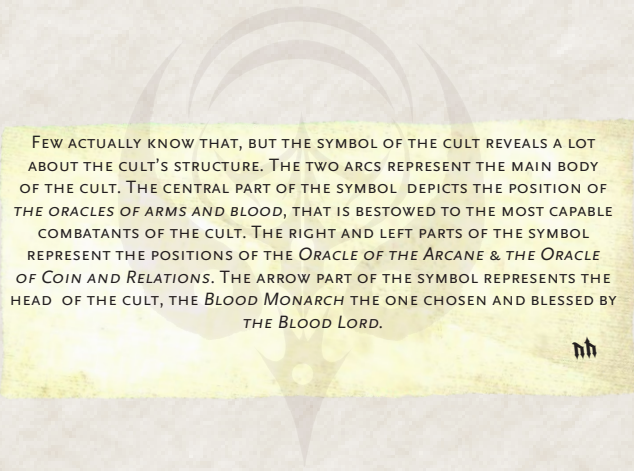
In the main chamber, the party is greeted by **Nameia's simulacrum** (see Appendix B). She shares the memories and personality of Nameia but has started to develop her own personality. She is also accompanied by **Cabahn** (see Appendix B), the Crimson Guard of Nameia (a rank bestowed to great fighters of the Crimson Order).

This can possibly be the final fight with the characters fighting against Nameia's simulacrum, her two bloodhounds and Cabahn.

Alternatively, if the characters, decide to go through the *Experiment Section* (A4) and try to set free those that have been captured, they would most likely trigger Nameia's alarm spell that has been placed on the cells, resulting in an encounter with Nameia's simulacrum and Cabahn inside the laboratory.

THE CRIMSON ORDER

The Crimson Order is a secret cult of **Haemnatuun**, the **Blood Lord**, kept in the shadows, put together long ago from nobles looking to extend their power and influence. The Blood Lord (an elder-evil) was slain long ago by Bahamut, Bane, and Ioun, but his 1000' long-



FEW ACTUALLY KNOW THAT, BUT THE SYMBOL OF THE CULT REVEALS A LOT ABOUT THE CULT'S STRUCTURE. THE TWO ARCS REPRESENT THE MAIN BODY OF THE CULT. THE CENTRAL PART OF THE SYMBOL DEPICTS THE POSITION OF THE ORACLES OF ARMS AND BLOOD, THAT IS BESTOWED TO THE MOST CAPABLE COMBATANTS OF THE CULT. THE RIGHT AND LEFT PARTS OF THE SYMBOL REPRESENT THE POSITIONS OF THE ORACLE OF THE ARCANES & THE ORACLE OF COIN AND RELATIONS. THE ARROW PART OF THE SYMBOL REPRESENTS THE HEAD OF THE CULT, THE BLOOD MONARCH THE ONE CHOSEN AND BLESSED BY THE BLOOD LORD.

nh

dead body remains as a mass of bloodstone in the Astral Sea. The Blood Lord seeks to be revived once again, giving knowledge and powers to his worshipers, in order to perform the rituals needed for his resurrection. The biggest promise Haemnatuun has made to his worshipers is that they will obtain eternal life.

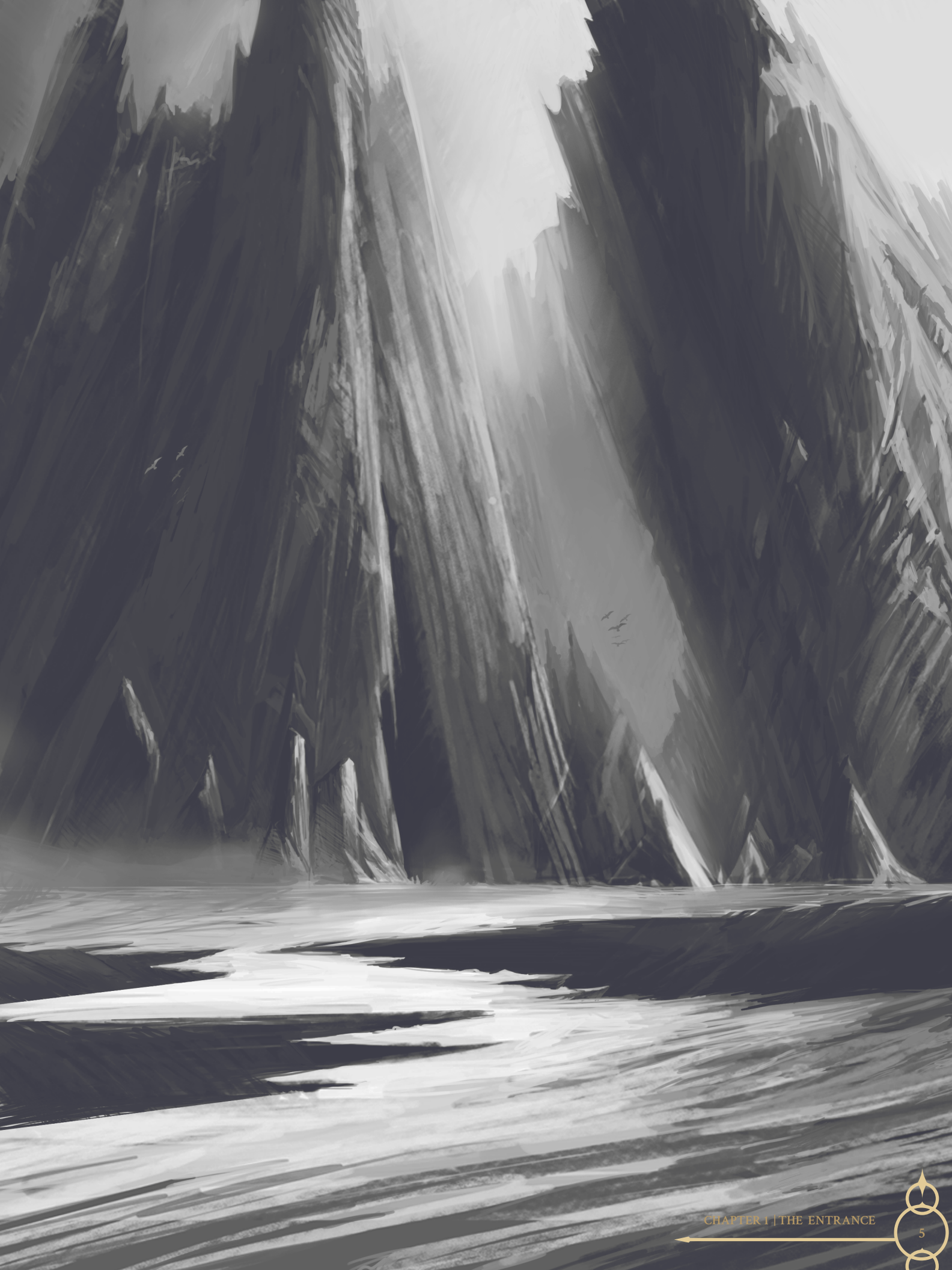
The organization is unknown to all even to the places they are based on, there are only whispers and rumors, they are very careful with whom they approach and make sure they stay unknown. Most members are members of noble families, who from an early age they are put into the ranks to climb their way up. Its highest authority members are well disciplined and masters of the arcane, demonologists, battle tacticians and deadly assassins.

MEET THE CULT OFFICERS

The two officers of the Crimson Order that are currently in the hideout are Nameia's simulacrum and Cabahn are usually in different parts of the hideout and react separately in the discovery of the characters in their hideout.

Nameia Hagar, Oracle of the Arcane

Nameia is a NE female tiefling of Mephistopheles and head of the arcane division of the cult. Herself a result of her parent's devilish dealings, now master of the arcane arts and a powerful blood mage wizard. Through the discovery of forgotten tomes of blood magic, she managed to become a potent wizard, relatively soon. Her curiosity about Haemnatuun led her to travel to the Astral Sea searching for the Elder Evil's dead body. She discovered the Keening Delve, the stronghold of the dead primordial, where she managed to get past the croaking slaads, the crawling demons and the rampaging elementals that inhabit the place, and managed to find a shard of the primordial's body that functions as a *Philosopher's Stone*. An item that allows her to create perfect simulacrums of herself and grants her immortality while in her possession. Next to no one knows about it, since she is never in the same place as her simulacrum. In this way, she is able to hasten the research and experiments, about creating perfect servants that would allow her to remain safe and would provide extra forces for the organization's hideouts.



She is always wearing the finest of silk dresses and her speech is arrogant but flowery. She is well prepared for the scenario of someone finding out the hideout, that's why she always has her trusty bloodhounds and her Crimson Guard, Cabahn by her side. Most of all, Nameia fears the fact that she will be dead before she could achieve her great goals. That's why she strives for immortality. Despite the fact that she has one of the higher ranks in the Order, she never stops trying to remain on top, with her continuous experiments.

In the hideout the characters encounter Nameia's simulacrum, that has taken her post due to her being busy with matters of higher importance. She has transferred her duties of research to her simulacrum for the time being, providing her with a *Manual of Bloodhulk Creation*. Nameia's simulacrum's research has led to the conclusion that the gold cost for the creation of blood hulks can be substituted by sacrificing powerful spellcasters with a rare bloodline. She has also developed emotions for Cabahn.

When she encounters the characters, she demands to know their names and she calls Cabahn to chain them up and throw them in the prison cells.

Cabahn Garric, Crimson Guard

Cabahn (LE male human) is an heir of a noble family. Nameia was the one saved Cabahn after he died in a battle protecting her simulacrum from an Oni. He was resurrected by the original Nameia, since her simulacrum has no such ability, but he doesn't know of the existence of Nameia's simulacrum, he thinks that he serves the original one. Cabahn is a proven fighter among the ranks of the Crimson Order and he becomes the personal bodyguard for Nameia. He believes that he has to constantly prove himself in combat, in order to reach higher recognition among the organization's ranks. If the characters try to harm Nameia in his presence he will rush towards the attacker in order to protect his master. Cabahn fears no man in battle, but the horrific creatures that Nameia creates, scare him the most.

STARTING THE ADVENTURE

The adventure starts once the party has made its way outside of the cave entrance, they believe its the hideout of the cult they've been searching.

You can read or paraphrase the following:

"After a long journey on foot, you finally arrive outside of the cave you heard about. Black clouds have gathered and it seems that a thunderstorm is about to begin. Outside the cave's entrance, approximately 200 feet away from you, a hulking mass of blood and veins stands 6 feet tall motionless outside the entrance."

The guard of the entrance of the cave is a Blood Hulk Fighter (see Appendix B), a creature created from the results of Nameia's experiments. The creature is undead.

A successful DC 14 Intelligence (Religion) check, would provide the characters that information.

Nameia has ordered the creature to attack anyone that does not carry the Crimson Order's symbol. So the Bloodhulk Fighter will be aggressive to the characters, trying to knock them unconscious and then drag them inside the cave.

If the characters kill the creature without being noticed (the sound of a thunderclap, thunder step or similar spells would instantly let the guards inside the Entrance Corridor know that someone is fighting the Blood Hulk Fighter), they can proceed inside the cave without any other visible threat.

GENERAL HIDEOUT FEATURES

The following features are common throughout all areas of the interior of the building:

Ceilings. Interior chambers have 15-foot-high ceilings, with 10-foot-high passages and doorways connecting them.

Crimson Order's Symbol. Across the entirety of the hideout there are banners in the walls of the hideout that carry the Crimson Order's Symbol.

Light. The inside of the hideout is well lit from several brazier across several locations of the hideout, besides the first 200 feet of the corridor that has no light source and the Laboratory that has dim light only on the experiment section of the room.

Odor. Inside the hideout beside the Storage Room and Nameia's Private Sanctum, there is a soft smell of blood.

A1. ENTRANCE CORRIDOR

The corridor that leads to the first entrance hall is 250 feet long, 15 feet high and 10 feet wide. The corridor is mainly made of the raw and rough stone leaving the impression of the interior of a cave. At the 200 feet mark, Nameia has placed a Blood Spikes Trap.

Blood Spikes Trap

Simple trap (level 5-10, dangerous threat)

The trap is there to punish any intruder that managed to pass the guard of the main entrance. A rune inscribed with blood on the floor of the corridor summons translucent blood spikes that rebuke the intruders.

Trigger. Anyone who steps on the blood rune trap causes blood spikes to emerge and stab those on top of it. Those who openly wear symbols of the Crimson Order don't trigger the trap.

Effect. A 10-foot cube of blood spikes emerges covering the rune and the area around it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. If the saving throw is failed by 5 or less the creature also suffers a point of exhaustion as a portion of its vitality gets absorbed by the blood spikes.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the presence of marks made of blood that create the rune trap. A successful DC 15 Intelligence (Arcana) check enables a creature to destroy the trap, by carefully removing the blood runes on the floor; failing this check causes the trap to activate. A successful dispel magic (DC 15) cast on the runes destroys the trap.

If the trap has activated the cultists in the area A2 become aware of the presence of the characters and get prepared for possible combat. If the characters try to continue unnoticed they have to make a DC 14 Dexterity (Stealth) check, otherwise the Crimson Order cultists hear the footsteps from the corridor and they get prepared to encounter the intruders.

A2. ENTRANCE HALL

As the characters approach the entrance hall, you can read or paraphrase the following:

“As you venture through the cave, you notice that suddenly the rocky rough terrain starts to meld with a polished marble floor. In front of you can see light coming through a room that seems to be of human making. You can see, four dark red-cloaked figures of humanoids inside the room. They all have a red mark drawn on their clothes.”

Inside the room, there is a table with half-eaten food and cups with ale on top. On the other hand side, there is a corner table with blades and shields left on top of it. Three Red Blades and one **Crimson Scholar** (see Appendix B), are also inside the room.

If the characters get stealthily inside the room, the cultists are considered surprised, if the characters decide to attack them. If they have failed their Stealth check, the cultists are armed and prepared for battle.

If the cultists get overwhelmed by the characters, one of them will run towards A6 to notify the rest of the forces that intruders have gotten inside the hideout, asking for reinforcements.

A3. ENTRANCE TO THE LABORATORY

The entrance to the Laboratory is an iron door that is locked. Nameia and Cabahn are the only ones that have keys that can unlock the door. A successful DC 18 Dexterity check using thieves' tools can unlock the door, or the door can be forced open with a successful DC 23 Strength (Athletics) check would allow the characters to continue towards the next room.

Behind the door there's a stone staircase that leads down to the laboratory. The room lacks any kind of light source.

You can read and or paraphrase the following:

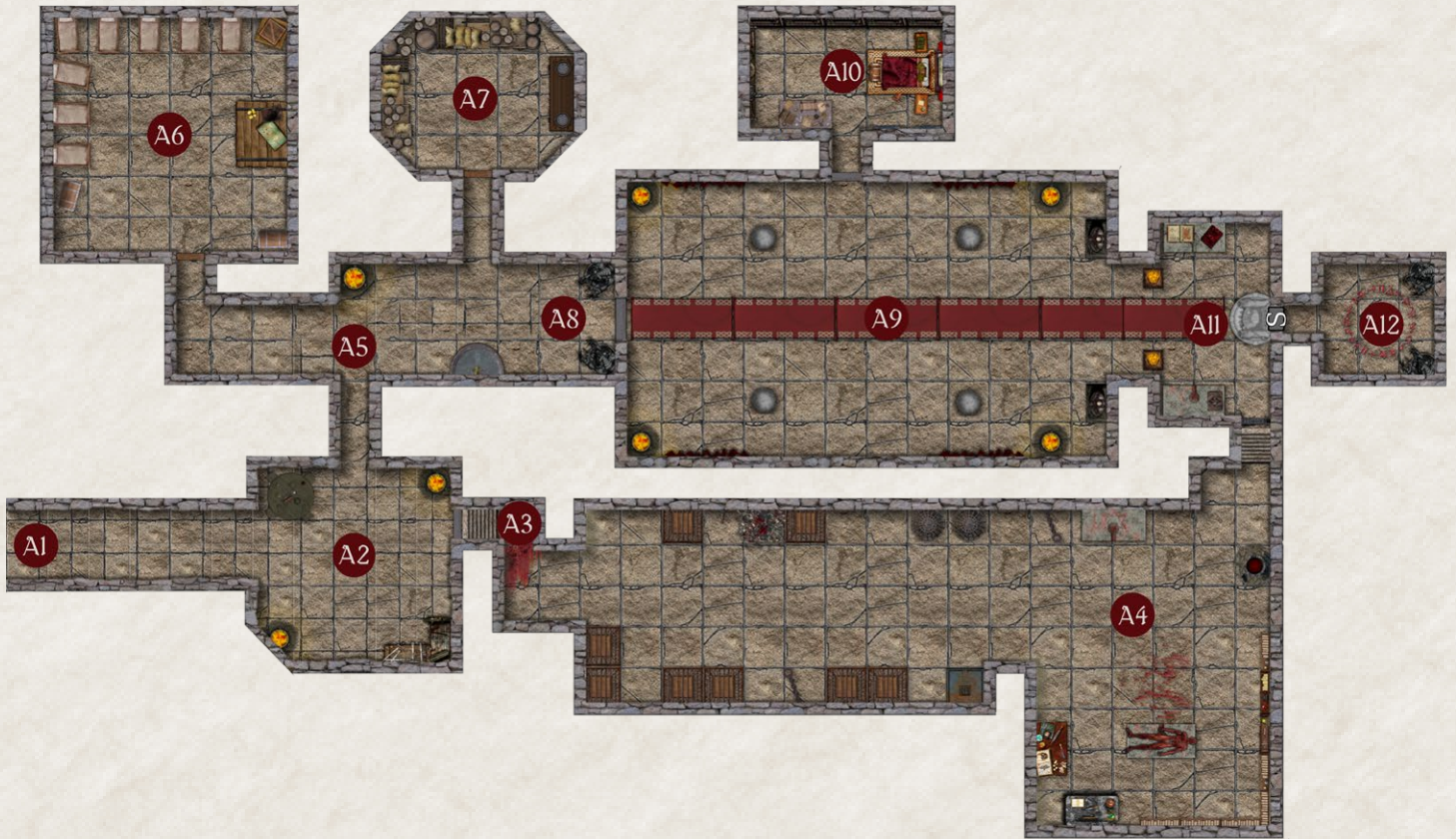
“After unlocking the door and climb down the stairs, the smell of blood becomes more intense. Not far from the end of the stair, stains of blood seem to cover the floor. As you approach the main room you can see several cages inside the room, you can notice humanoid figures inside the cages, most of them seem to be beaten, deprived and unconscious. Adjacent to two of the cages, you can notice a large pile of corpses and bones, completely stripped of their flesh and covered in blood. There is a also a trap door cage and sounds of chains clattering originate from the cage. Dim flickering light derive from the far end of the room.”

With a successful DC 15 Intelligence (Insight) check, the characters can notice that those who are imprisoned, they have undergone abuse. The characters can also notice that one of the prisoners has a tattoo on his arm with the mark that the cultists, they have encountered, were carrying. A successful DC 18 Dexterity check using thieves' tools can unlock the cage, or the cage can be forced open with a successful DC 20 Strength (Athletics) check.

The person with the Crimson Order's mark is **Percival Curnow** (CN male human Blood Seeker Wizard), a traitor of the Crimson Order, but Nameia's simulacrum keeps him alive so he can be later consumed by Nameia's Philosopher's Stone. Percival is a member of the Harpers, that have infiltrated inside the ranks of the Crimson Order, but Nameia's simulacrum found out he is a traitor and chained him up. If the characters manage to free him from his cage, he will willingly assist them in battle, though he has not managed to recover any spell slots due to the torture he has been through. Nameia has taken his grimoire into her chambers (see Nameia's Private Sanctum) and he has been tortured so he currently has 1 hit point and he is unconscious.

Inside the trap door cage **Illetalish** (NN female yuan-ti pureblood draconic sorcerer) is chained and muffled so she won't be able to cast spells. Illetalish is a scared teenage yuan-ti, that is scared that people will try to harm her, due to the tortures she has heard inside the chamber. If the characters free her and show they can be trusted, she will willingly follow them. She will aid the character's only if her assistance is necessary. Nameia's simulacrum keeps her in a special cage due to her rare ancestry with a **Bronze Dragon**. Nameia keeps her alive, in order to conduct experiments on her that would allow her to create even more stronger blood servants. The cage door is magically trapped. If the characters, try to open the lock of the cage the Alarm spell, instantly notifies Nameia that there are intruders in the laboratory, and she proceeds with Cabahn and her **Bloodhounds** (see Appendix B) to deal with intruders.

Inside the rest of the cages there are nine more prisoners (two human males, two half-elf males, three human females and two tiefling females). All of the prisoners are sorcerers but captured by the Crimson Order due to their blood being very valuable when creating the bloodhulk undead constructs.



A4. EXPERIMENTS SECTION

As the characters approach to the experiment section are you can read or paraphrase the following:

“As you move past the first section of the Laboratory, you reach a section of the Laboratory where on your left hand you can see an altar with fresh blood on top of it. On your left hand you can see another altar with a deformed body placed on top of it. A large library covers a large portion of the room, filled with books. Next to the altar there are too large tables with surgical equipment and books placed meticulously on top of it. A large stone stair leads to a dead end.”

As the characters begin to investigate the room, one thing that is obvious to them, is that the dead body placed on top of the stone surface, resembles the creature that they have encountered earlier. It's a **Bloodhulk Giant** (see Appendix B), a larger undead construct that Nameia has in development. Nameia's simulacrum can dismiss her two bloodhounds in order to animate the Bloodhulk Giant.

A DC 16 Intelligence (Investigation) check, searching the laboratory are, the characters will find two Animate Dead scrolls. If the characters succeed with a 20 check or higher they can also find a *Manual of Bloodhulk Creation*, that Nameia is keeping in a secret compartment inside the library. The stairs on the other end to the room lead to a dead end (a part of the wall), that can be opened only from the other side by Nameia.

A5. T-CROSS CORRIDOR

This corridor connects areas A2, A6 and A9. The area is also lit by a brazier placed in the middle of the corridor. There is also a fountain with fresh water and two statues of demonic figures outside of the entrance to area A8.

A6. SLEEPING QUARTER

The door to the sleeping quarters is made of iron and its unlocked. If the characters managed to confront the cultists of area A2 without making a commotion, the cultists inside will be surprised. There are four cultists inside in total. Two Red Blades, and two Crimson Scholars. The Red Blades are sleeping while the Crimson Scholars are copying spells to their spellbooks from some scrolls.

This chamber has these features:

- Two chests, one near the beds is locked, requiring a DC 15 Dexterity check using thieves' tools, once opened it contains 300g, and two *potions of greater healing*, belonging to Cabahn and the other one is unlocked containing change clothes for the cultists.
- There are eight beds inside the room.
- Two crates containing 120g worth of incense and herbs.
- A desk with candles, a scroll of *hold person* and a scroll of *maximillian's earthen grasp*.



A7. STORAGE ROOM

An unlocked wooden door closes off this room filled with food, water and ale supplies.

A8. THE THRONE ROOM ENTRANCE

An iron door closes off the entrance to the room. The symbol of the Crimson Order is engraved on the door and two demonic flying figures guard the door. The two statues are actually two **gargoyles** (see the *Monster Manual*, page 140). The gargoyles serve Nameia and respect her for her cunning and intelligence. They have been tasked to attack those who try to get into the throne room by force. If the characters try to break the door by force, the gargoyles instantly awaken and attack the players. The door has AC of 13 and 30 hit points, having resistance to bludgeoning, piercing and slashing damage from weapons that aren't adamantine.

Inscribed in the entrance of the throne room you can read:

“While It’s bound life will often thrive.
While It’s free, death will often follow.”

The answer to the riddle is “blood” and saying the door out loud will unlock the door, allowing the players to proceed to the next chamber. Alternatively a character,

that puts its hand that is covered in blood on top of the inscription in the door, would unlock the door and allow the characters to proceed to the next chamber. A character that is wearing a necklace with the symbol of the Crimson Order could also automatically unlock the door.

A9. THRONE ROOM

As the characters enter the throne room you can read or paraphrase the following:

“A big red carpet extends from the door till the feet of a stone large chair. Sitting on the chair you can see a purple skinned female tiefling figure with angled large horns on her head, holding a crimson book and a large wooden staff with a large red glowing orb attached on top of it. Two large red semi translucent hounds are standing still next to her feet. In front of her stood a male human with long black hair and a trimmed beard. His polished half plate armor is covered with a red tabard and a long red cape, with the familiar symbol you saw across the rest of the cultists, sewn on it. The room is well lit, from the fire of four braziers, one in each corner of the room. Four stone pillars are located towards the center of the room. On the wall, you can clearly notice four banners, with the same symbol sewn on them.”

Nameia's simulacrum and Cabahn seemingly disturbed by the intruders, turn their attention toward the characters. The two bloodhounds start to growl toward the characters, as Nameia's Simulacrum hits her staff on the ground and they immediately halt. She stands from her throne, activating mage armor on herself (a semi-translucent sanguine colored one). She then addresses to the characters saying the following:

"Cabahn, my dear you didn't inform me we were expecting guests!? You seem lost, excuse my incapable subordinates. But good thing you are here, we were running low on subjects! You know I can forgive incompetence but I can't really tolerate being interrupted in the middle of a serious conversation on top of getting in my chamber uninvited."

When the encounter with the character's begins, the two bloodhounds immediately rush towards the characters trying to focus one at a time, using pack tactics to gain advantage. Cabahn cautiously approaches the characters, taking the Dodge action if he can't engage directly in combat. He lacks the ability to fight at a range, so he will try to engage to combat with a "worthy" opponent to prove his superiority as a combatant. Nameia's simulacrum will support Cabahn, with ranged spells that wouldn't put him in direct danger, and will only use area of effect spells if she is certain that her subordinate is safe. If the characters manage to kill or knock Cabahn unconscious, Nameia's simulacrum, will try to avenge what happened to her beloved partner. In the scenario where the characters manage to overcome all the challenges, Nameia's simulacrum would try to escape into the teleportation room in order to escape and bring backups letting the two gargoyles inside the room to take care of the characters.

A10. NAMEIA'S PRIVATE SANCTUM

A locked iron door closes off the room. In order to open the room the character's are should have the keys of the room that currently on Nameia's Simulacrum possession. A successful DC 20 Dexterity check using thieves' tools can unlock the door, or the door can be forced open with a successful DC 25 Strength (Athletics) check.

The chamber has the following characteristics:

- A large double bed with silken red bed sheets
- A large wooden chest in front of the bed. A successful DC 20 Dexterity check using thieves' tools can unlock the chest. Inside the chest, there are four potions of healing and a wand of magic missiles.
- A fine walnut desk with several books and notes placed on top of it.
- A large library that covers two walls of the room, filled with a large collection of books.
- An iron chest located adjacent to the bed with a large red rune on top of it. The chest is magically trapped. A DC 26 Dexterity check using thieves' tools can

unlock the chest without the rune triggering; failing this check would result to the rune triggering, and the character that tried to unlock the chest will be immediately become the target of the blight spell. A successful dispel magic (DC 18) cast on the rune destroys the trap.

Inside the chest, there is the journal of Nameia's simulacrum containing information about her starting developing her own personality, despite the nature of the spell that created her. There are also information about the real Nameia and some of the Crimson Order's goals as a cult. Inside the chest there is also a *+1 rod of the pact keeper*, that Nameia's simulacrum has taken from one of her victims. *Percival's grimoire* is also located inside the chest.

- A large painting on top of the bed. The painting is a rare piece of art that could be sold up to 800 gold pieces to art collectors.

A11. NAMEIA'S THRONE SECTION

This chamber has these features:

- A large stone throne (The throne doubles as a secret door to area A12)
- There are two large stone altars where Nameia's Simulacrum has placed her most commonly used books for rituals. On top of the altars there are three books. Two of the three books contain information about rare sorcerer bloodlines and how a wizard could use blood magic could turn them into horrific servants. The third book is a *tome of understanding*, that Nameia's simulacrum have not yet finished reading.
- Door to area A4, that can only be spotted from this side.
- Two small braziers that provide light to the room

A12. TELEPORTATION ROOM

This secret chamber is known only to Nameia and her Simulacrum, and it's used in order to transfer special hostages to Nameia, in order for them to be consumed by her *Philosopher's Stone*. A successful DC 20 Intelligence (Investigation) check, would allow the players to notice that there's a pressure plate on the throne in the room, and by pressing it the throne, moves and reveals the teleportation room. Inside the room there two identical stone statues of demonic figures, as those located outside the Throne Room. The two statues are actually two **gargoyles** (see the *Monster Manual*, page 140). The gargoyles are tasked to protect the room from anyone else that would try to use the teleportation circle, other than Nameia and her simulacrum. In order for someone to use the teleportation circle, they have to throw one of the magical stones that Nameia and her simulacrum have in their possession. Throwing the magic stone inside the circle will activate the teleportation circle for one minute. The teleportation circle, teleports the user to the heart of the *Witches' Forest*, a forest under the control of the **Witch's Queen Ailana** (in the word of Faerun you can have the teleportation circle lead to the *Misty Forest*).

WHAT'S NEXT?

If the character's manage to eliminate the threats inside the Crimson Order's hideout they can return the missing magic casters back to town. With the information they have gathered throughout the hideout, they can be certain, that the Crimson Order is trying to bring the Blood Lord back to life, and create abominations using the long forgotten "Blood Magic". If the character's manage to find out about the teleportation room and figure out the way it works, they would have to choose between returning the hostages back to town, or decide to continue pursuing the Crimson Order in hopes to find more about Nameia and her dark plans.

The Crimson Order could be a returning threat, chasing the characters for foiling their plans.

APPENDIX A: MAGIC ITEMS

This appendix describes new magic items that appear in the adventure, and which are presented below in alphabetical order.

Several of these items are found in the possession of specific NPCs:

- Nameia has the *blood orb staff* & the *philosopher's stone*
- Cabahn has the *bloodthirsting blade*

BLOOD ORB STAFF

Staff, rare (requires attunement by a spellcaster)

This staff is made of twisted oak wood with a red bright orb fixed on top of it.

This staff can be wielded as a magic Quarterstaff that grants a +1 bonus to Attack and Damage Rolls made with it. While you hold it, you gain a +1 bonus to spell Attack rolls.

The blood orb staff has 8 charges. If you expend the last charge roll a d20. On a 1, the blood orb staff crumbles into ashes and is destroyed.

Spells. You may expend 1 or more charges to cast the following spells, requiring no material components, using your spell save DC and Spellcasting ability: *inflict wounds* (2 charges), *blight* (6 charges).

Absorb Life: When you reduce a creature to 0 hit points while attuned to the blood orb staff, you can absorb their life force of the creature, if it's not an undead or construct, and the blood orb staff regains one charge.



BLOODTHIRSTING BLADE

Weapon(longsword), rare (requires attunement)

This black blade longsword is made of solid steel. A red strip runs across the blade shedding dim light in a 15 foot radius.

You have a +1 bonus to attack and damage rolls made with this magic weapon. In addition, any attack made with this weapon deals an additional 1d4 necrotic damage.

Blood Thirst. When you hit with a melee attack using this magic longsword and reduce the target to 0 hit points, you gain 2d8 temporary hit points.



PERCIVAL'S GRIMOIRE

Wondrous item, uncommon (requires attunement by a wizard)

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

The spellbook has the following spells written inside: *chill touch, fire bolt, mage hand, prestidigitation, alarm, detect magic, identify, mage armor, shield, hold person, invisibility, misty step, bestow curse, counterspell, dispel magic, fireball, confusion, greater invisibility.*

Equivalent Exchange: Once per long rest, while attuned to the grimoire, you cast a spell inscribed inside the book of 3rd level or lower, without expanding a spell slot. You then immediately suffer 1d6 necrotic damage multiplied by the level of spell you casted (to a maximum of 3d6).

PHILOSOPHER'S STONE

Wondrous item, artifact (requires attunement by a sorcerer, warlock or wizard)

The philosopher's stone is a translucent red object, generally in the form of either a crystal or a fluid with a very high surface tension. It contains the souls of many people, it absorbed through the use of blood magic.

You can attune to the philosopher's stone instantaneously requiring no action. While attuned to the philosopher's stone, you no longer age (neither through magical means), and you become immune to poison and disease.

The philosopher's stone has 40 charges, for the following properties. The philosopher's stone regains 3d6 +4 expended charges when it absorbs the life force of a humanoid, that is incapacitated but not dead. If you expend the last charge, roll a d20. On a 1, the philosopher's stone loses its magical properties. On a 20, the philosopher's stone regain 1d6 + 2 charges.

Spells. You may expand 1 or more charges to cast the following spells, requiring no material components, using your spell save DC and Spellcasting ability: *animate objects* (6 charges), *bones of earth* (7 charges), *clone* (20 charges), *creation* (7 charges), *fabricate* (5 charges), *heal* (10 charges), *simulacrum* (15 charges), *transmute rock* (6 charges), *true resurrection* (25 charges), *wall of force* (6 charges).

Nonequivelant Exchange. When you cast a spell that requires material components, you may ignore that requirement, unless the material has a stated gold value.

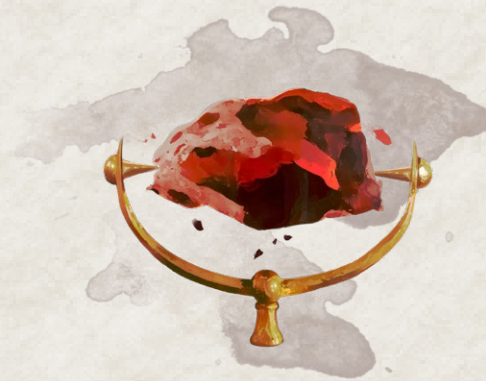
Improved Regeneration. While attuned to the philosopher's stone, you regain 2d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the philosopher's stone causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Improved Simulacrum. When you cast simulacrum using the philosopher's stone, you may choose to make the simulacrum a creature whose challenge rating is equal to your level or lower. The creature is composed of blood,

it has the ability to learn, and it can regain hit points and spell slots normally. The simulacrum has the same personality as their creator, but there's a thirty percent chance that the simulacrum develops its own personality.

The simulacrum has the improved regeneration property and it's immune to poison and disease. If it dies it turns into a small pool of blood.

Stone's Empowerment. As an action you can force a humanoid within 30 feet of you to make a DC 16 Constitution saving throw, or die and its life force is absorbed by the stone, and the stone gains 10 charges. If the target is a caster that is capable of casting spells of 5th level and higher the stone regains 20 charges. Once this property is used, it cannot be used again for 7 days.



MANUAL OF BLOODHULK CREATION

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular type of bloodhulk. The GM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level Spell Slots. A creature that can't use the manual of bloodhulk creation and attempt to read it takes 6d6 necrotic damage.

d12	Bloodhulk type	Time	Cost
1-5	Fighter	30 days	55,000 gp
6-9	Giant	60 days	65,000 gp
10-12	Crusher	90 days	85,000 gp

To create a bloodhulk variation, you must spend the time shown in table, working without interruption with the manual at a hand and Resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies. Alternatively you can replace every 10,000 gp needed with the blood of a humanoid that has been dead for no more than 8 hours. If the blood of the humanoid is consumed in this way, the creature cannot be resurrected with nothing sort of a *Wish* spell.

Once you finish creating the bloodhulk, the book is consumed in hellish flames. The bloodhulk becomes animated when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

APPENDIX B: NPCs & MONSTERS

This appendix describes various non player characters and monsters that have roles to play in the adventure. These creatures are presented in alphabetical order.

BLOODHOUND

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 43 (5d10 + 15)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+1)	17(+3)	3(-4)	12(+1)	3(-4)

Skills Perception +3, Stealth +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses passive perception 11

Challenge 2 (450 XP)

Pack Tactics. The blood hound has advantage on an attack roll, against a creature if at least one the blood hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The bloodhound makes two attacks one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) necrotic damage.



BLOODHULK

Corpses animated through the blood of the innocent through horrible rituals. These bloated undead are filled with gore and unholy liquids. Bloodhulks are bloated bags of undead goodness that can withstand a tremendous amount of punishment. The Bloodhulks are created by vile priest and necromancers. They are the ultimate mindless zombie.

The Bloodhulks come in three varieties: Bloodhulk Fighter, Bloodhulk Giant, and Bloodhulk Crusher. They are used by evil spellcasters as bodyguards and servants. They are much stronger than your typical zombie. They have inflated hit points but are fragile to piercing and slashing weapons due to their bloated bodies being filled with fluids.

BLOODHULK FIGHTER

Medium undead, neutral evil

Armor Class 11

Hit Points 110 (10d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	9(-1)	18(+4)	3(-4)	10(+0)	5(-3)

Damage Immunities poison

Damage Vulnerabilities piercing, slashing

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages understands the language of its creator, but can't speak

Challenge 4 (1,100 XP)

Reckless. At the start of its turn, the bloodhulk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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

ACTIONS

Multiattack. The bloodhulk fighter makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

BLOODHULK GIANT

Large undead, neutral evil

Armor Class 13
Hit Points 171 (15d12 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities piercing, slashing
Condition Immunities poisoned
Senses darkvision 60ft., passive Perception 10
Languages understands the language of its creator, but can't speak
Challenge 6 (2,300 XP)

Reckless. At the start of its turn, the bloodhulk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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

Undead Fortitude. If damage reduces the bloodhulk fighter to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the bloodhulk giant drops to 1 hit point instead.

ACTIONS

Multiattack. The bloodhulk fighter makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

BLOODHULK CRUSHER

Huge undead, neutral evil

Armor Class 14
Hit Points 286 (20d12 + 160)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	27 (+8)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities piercing, slashing
Condition Immunities poisoned
Senses darkvision 60ft., passive Perception 10
Languages understands the language of its creator, but can't speak
Challenge 9 (5,000 XP)

Reckless. At the start of its turn, the bloodhulk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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

Undead Fortitude. If damage reduces the bloodhulk crusher to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the bloodhulk fighter drops to 1 hit point instead.

Siege Monster. The bloodhulk crusher deals double damage to objects and structures.

ACTIONS

Multiattack. The bloodhulk fighter makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 7) bludgeoning damage.

Crushing Slam (Recharge 5-6). Each creature within 10 feet of the bloodhulk crusher must make a DC 17 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.



CABAHN GARRICK

Medium humanoid (human), lawful evil

Armor Class 18 (with shield)

Hit Points 96 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +9, Con +7

Skills Athletics +9, Intimidation +5, Perception +6

Condition Immunities frightened

Senses passive perception 13

Languages Common, Infernal, Abyssal

Challenge 8 (3,900 XP)

Fatal Wounds (3/Short Rest). Cabahn can do an additional 1d8 slashing damage when hitting with a melee attack.

Shield Master. Cabahn gains the following benefits when holding a shield:

- If he takes the Attack action on his turn, he can use a bonus action to try to shove a creature within 5 feet of him with his shield.
- If he isn't incapacitated, he can add his shield's AC bonus to any Dexterity saving throw made against a spell or other harmful effects that target only him.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Cabahn can regain 15 hit points.

Blood Thirst. When Cabahn hits with a melee attack using this magic longsword and reduces the target to 0 hit points, he gains 2d8 temporary hit points.

Fanatical Presence (Recharges after a Short or Long Rest). As a bonus action Cabahn can unleash a battle cry infused with your fanatic focus. Cabahn chooses a friendly creature, he can see and hear him, that creature can immediately use its reaction and make a melee weapon attack against a creature within its reach with advantage.

ACTIONS

Multiattack. Cabahn makes two attacks with his bloodthirsting longsword.

Bloodthirsting Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 5) slashing damage, plus 2 (1d4) necrotic damage.

REACTIONS

Parry. Cabahn adds 2 to his AC against one melee attack that would hit him. To do so, Cabahn must see the attacker and be wielding a melee weapon.



ILLETALISH

Medium humanoid (yuan-ti), lawful neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

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

Saving Throws Con +4, Cha +6

Skills Persuasion +8, History +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft. passive Perception 13

Languages Abyssal, Common, Dragonic

Challenge 3 (1,100 XP)

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

Spellcasting. Illetalish is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). Illetalish has the following spells prepared:

Cantrips (at will): *acid splash, friends, poison spray, shocking grasp, thunderclap*

1st level (4 slots): *mage armor, magic missile, shield, sleep*

2nd level (3 slots): *enhance ability, mirror image, see invisibility*

3rd level (3 slots): *lightning bolt*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 +2) piercing damage.



NAMEIA HAGAR

Medium humanoid (tiefling), neutral evil

Armor Class 14 (17 with mage armor)
Hit Points 148 (18d8 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	22 (+6)	16 (+3)	18 (+4)

Saving Throws Int +12, Wis +9
Skills Arcana +19, History +19, Perception +9, Medicine +15
Damage Resistances fire and ice
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal, Celestial, Common, Dragonic, Dwarvish, Elvish, Infernal, Undercommon
Challenge 23 (50,000 XP)

Legendary Resistance (2/Day): If Nameia fails a saving throw she can choose to succeed instead.

Ring of Free Action. While Nameia wears this ring, difficult terrain doesn't cost her extra movement. In addition, magic can neither reduce her speed nor cause her to be paralysed or restrained.

Cloak of Displacement. Attack rolls have disadvantage against Nameia. If she takes damage, the property ceases to function until the start of her next turn.

Philosopher's Stone: The stone has 40 charges, and any of its properties that require a saving throw have a save DC of 20. While attuned to it, Nameia can expand 1 or more charges to cast the following spells, requiring no material components: *animate objects* (6 charges), *bones of earth* (7 charges), *clone* (20 charges), *creation* (7 charges), *fabricate* (5 charges), *heal* (10 charges), *simulacrum* (15 charges), *transmute rock* (6 charges), *true resurrection* (25 charges), *wall of force* (6 charges). She also gets the following benefits:

Nonequivelant Exchange. When Nameia casts a spell that requires material components, she may ignore that requirement, unless the material has a stated gold value.

Improved Regeneration. While attuned to the philosopher's stone, Nameia regains 2d6 Hit Points every 10 minutes, provided that she has at least 1 hit point. If she loses a body part, the philosopher's stone causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Blood Casting (18 Hit Dice/Half Restored every Long Rest): When the Nameia casts a spell with a spell slot, she can expend two Hit Dice to augment its effects for this casting. She can choose one of the options detailed below:

- **Amplification.** If she rolls damage for the spell when she casts it, she increases the damage against every target by 2d8 necrotic damage. If the spell can deal damage on more than one turn, it deals this extra necrotic damage only on the turn it casts the spell.
- **Elongation.** If the spell's range is at least 30 feet, it becomes 400 feet.
- **Hinderance.** If the spell requires the target to make a saving throw, increase the spell's save DC by 2, for the initial saving throw.

PERCIVAL CURNOW

Medium humanoid (human), lawful evil

Armor Class 12 (15 with mage armor)
Hit Points 37 (7d6 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +9, History +7
Senses passive perception 14
Languages Abyssal, Common, Dragonic, Elvish, Infernal
Challenge 3 (1,100 XP)

Spellcasting. Percival Curnow is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Percival Curnow has the following spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *prestidigitation*
 1st level (4 slots): *detect magic*, *identify*, *mage armor*, *shield*
 2nd level (3 slots): *hold person*, *invisibility*, *misty step*
 3rd level (3 slots): *bestow curse*, *counterspell*, *dispel magic*
 4th level (1 slot): *greater invisibility*

ACTIONS

Blood Beam. Ranged Spell Attack: +6 to hit, reach 120 ft., one target. Hit: 13 (2d12) necrotic damage and the Sanguine Scholar immediately suffers 2 necrotic damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 +2) piercing damage.

Life Absorption (2/Short Rest). If the Nameia reduces a creature to 0 hit points, she gains 10 temporary hit points.

Spellcasting. Nameia is a 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +13 to hit with spell attacks). She can cast disguise self and invisibility at will. Nameia has the following spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *mage armor, magic missile, shield, silent image*

2nd level (3 slots): *hold person, invisibility, misty step, see invisibility*

3rd level (3 slots): *counterspell, dispel magic, fireball*

4th level (3 slots): *confusion, greater invisibility, polymorph*

5th level (3 slots): *Bigby's hand, geas, wall of force*

6th level (1 slot): *chain lightning, globe of invulnerability*

7th level (1 slot): *finger of death, teleport*

8th level (1 slot): *maze, mind blank*

9th level (1 slot): *foresight*

ACTIONS

Blood Beam. Ranged Spell Attack: +13 to hit, reach 120 ft., one target. Hit: 26 (4d12) necrotic damage and Nameia immediately suffers 4 necrotic damage.

Sigil of Blood (1/Day). Nameia can cast *Fire Shield* as an action, once without expanding a spell slot.

Stone's Empowerment. As an action Nameia can force a humanoid within 30 feet of her to make a DC 16 Constitution saving throw, or die and its life force is absorbed by the philosopher's stone, and the stone gains 10 charges. If the target is a caster that is capable of casting spells of 5th level and higher the stone regains 20 charges. Once this property is used, it cannot be used again for 7 days.

REACTIONS

Blood Shield (18 Hit Dice/Half restored every Long Rest): Nameia can spend hit dice and reduce damage by 6 for every hit die spend (maximum of 6 hit die at a time)

LEGENDARY ACTIONS

Nameia can take 2 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. Nameia regains spent legendary actions at the start of her turns.

At-Will Spell. Nameia casts one of her at-will spells.

Cast Spell (2 actions). Nameia casts one the spells she has prepared but not higher than 5th level.

LAIR ACTIONS

When fighting Nameia inside her lair, Nameia can use lair actions. On initiative count 20 (losing initiative ties) Nameia takes a lair action to cause one of the following effects; Nameia can't use the same lair action two rounds in a row:

- Nameia casts three spells from the list of prepared spells, using spell slots as normal. The spells should be of level 5th or lower.
- Nameia casts flesh to stone on all enemies within 60 feet of her. This lair action does not use a spell slot.
- Nameia casts *fire shield* on herself. Enemies who strike the shield take 4d8 damage instead of 2d8.

NAMEIA'S SIMULACRUM

Medium humanoid (tiefling), neutral evil

Armor Class 14 (17 with mage armor)

Hit Points 100 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	22 (+6)	16 (+3)	18 (+4)

Saving Throws Int +9, Wis +7

Skills Arcana +13, History +13, Perception +9, Medicine +9

Damage Resistances fire, ice

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal, Celestial, Common, Dragonic, Dwarvish, Elvish, Infernal, Undercommon

Challenge 9 (5,000 XP)

Special Equipment. Nameia's simulacrum carries a *Blood Orb Staff* (see appendix A). The staff has 8 charges. Nameia's simulacrum may expand 1 or more charges to cast the following spells, requiring no material components, using her spell save DC and Spellcasting ability: inflict wounds (2 charges), blight (6 charges). The staff regains one charge when Nameia's simulacrum reduces a creature to 0 hit points.

Blood Casting (12 hit dice/half restored every long rest): When Nameia casts a spell with a spell slot, she can expend a number of Hit Dice to augment its effects for this casting. The effect depends on the number of Hit Dice she expands.

- 2 Hit Dice can increase the spell's damage potency. If she rolls damage for the spell when she casts it, she increases the damage against every target by 2d8 necrotic damage. If the spell can deal damage on more than one turn, it deals this extra necrotic damage only on the turn she casts the spell.
- 3 Hit Dice increases the spell's save DC by 1.
- 4 Hit Dice increases the spells range. If the spell's range is at least 30 feet, it becomes 400 feet.

Spellcasting. Nameia's simulacrum is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Nameia's simulacrum has the following spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, prestidigitation*

1st level (4 slots): *absorb elements, mage armor, magic missile, shield*

2nd level (3 slots): *hold person, invisibility, misty step, see invisibility*

3rd level (3 slots): *counterspell, dispel magic, haste*

4th level (3 slots): *confusion, greater invisibility, polymorph*

5th level (2 slots): *Bigby's hand, wall of force*

6th level (1 slot): *chain lightning*

ACTIONS

Blood Beam. Ranged Spell Attack: +10 to hit, reach 120 ft., one target. Hit: 19 (3d12) necrotic damage and Nameia's simulacrum immediately suffers 3 necrotic damage.

REACTIONS

Blood Shield (12 hit dice/half restored every long rest): Nameia's simulacrum can spend hit dice and reduce damage by 6 for every hit die spend (maximum of 6 hit die at a time)

RED BLADES

This rank is placed upon members of the Crimson Order when they first join. Some red blades are usually tasked with the transport and organization of the armory and the supplies, while others serve as the main body of the cult or as scouts and assassins.

RED BLADE

Medium humanoid (any race), lawful evil

Armor Class 16 (chain mail)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +7, Con +5

Skills Athletics +7, Perception +5

Condition Immunities frightened

Senses passive perception 10

Languages Common

Challenge 3 (1,100 XP)

Fatal Wounds(2/Day). The red blade can do an additional 1d6 slashing damage when hitting with a melee attack.

ACTIONS

Multiattack. The red blade makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage or 10 (1d10 + 3) slashing damage when used with two hands.

SANGUINE SCHOLARS

This rank is given to a newly recruited member of the Order that actively seeks knowledge regarding blood magic. Members with this rank are usually paper pushers of the Crimson Order, that want to expand their knowledge about blood magic and its capabilities. They are usually arcane magic users that had some prior experience as scholars.

SANGUINE SCHOLAR

Medium humanoid (any race), lawful evil

Armor Class 12 (14 with mage armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	12 (+1)	14 (+2)	16(+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +8, History +6

Senses passive perception 11

Languages Abyssal, Common, Dragonic, Elvish, Infernal

Challenge 3 (1,100 XP)

Spellcasting. Sanguine Scholar is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +6 to hit with spell attacks). Sanguine Scholar has the following spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, prestidigitation*

1st level (4 slots): *detect magic, identify, mage armor, shield*

2nd level (3 slots): *hold person, invisibility, misty step*

3rd level (3 slots): *bestow curse, counterspell, dispel magic*

ACTIONS

Blood Beam. *Ranged Spell Attack:* +6 to hit, reach 120 ft., one target. *Hit:* 13 (2d12) necrotic damage and the Sanguine Scholar immediately suffers 2 necrotic damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage.

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