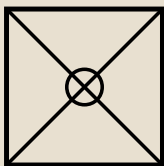

THE ETERNAL COURT
FILE · EC · ENEMYB · EDITION I · MDCCXCIII



Enemy Bestiary

The Things That Bite Back

*Red Guard to Necrotic Bulk — every mark the company may face,
statted and motivated.*

KORMOR KIRAK · VIDEK · ANNO 1793

FORMAT	SYSTEM	USE
<i>Bestiary · A5</i>	<i>D6 Engine</i>	<i>Behind the Screen</i>

This bestiary provides stat blocks and descriptions for the enemies, hostile creatures, and dangerous individuals encountered throughout the

The Eternal Court campaign. Whether running a single adventure or the full campaign arc, GMs will find everything necessary to bring these threats to life at the table.

Each entry includes complete stat blocks for both Dungeons & Dragons 5E (2024 rules) and Daggerheart, while remaining usable as a system-flexible adversary reference for other games. The stat blocks are mechanically equivalent even when their mechanical expression differs, ensuring that difficulty remains consistent regardless of system choice.

The bestiary encompasses a wide range of threats, from common street criminals operating in the shadows of Kormor Kirak to supernatural horrors that defy understanding. Enemies are organized from the most common encounters (street-level pickpockets and hired muscle) through increasingly powerful adversaries, culminating in the true supernatural threats that drive the campaign narrative.

GMs should feel free to adjust enemy numbers, equipment, and abilities based on party composition and desired difficulty. A group of six experienced adventurers will handle a given threat very differently than a party of four beginners. The Challenge ratings and Difficulty values provided serve as guidelines rather than absolutes, and the best encounters are those tailored to your specific table.

CAPITULUM

KERESKEDO-LEBEO SHREUS

Kereskedo Market Ruffian

Medium humanoid (human), neutral evil

BESTIARY ENTRY

KERESKEDO MARKET RUFFIAN

Street-Level Threat

CREATURE ILLUSTRATION

Black Ink – Cross-Hatching & Bold Outlines

Low-level criminal enforcer from the marketplace. Worn clothing, improvised weapons, the desperate bearing of someone surviving at the margins of a vampire city.

Encounter Creature | Half Page | Black Ink
THE ETERNAL COURT Enemy Bestiary

The night markets of Kormor Kirak attract more than merchants and tourists. Pickpockets, extortionists, and hired muscle prowl the alleys between stalls, preying on distracted foreigners and locals alike. These ruffians work in pairs

or small gangs, operating under the protection of figures like Rozito who control the market's shadow economy. They favor intimidation over combat but will draw blades if cornered or desperate.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 12 (LEATHER ARMOR)

HIT POINTS: 11 (2D8 + 2)

SPEED: 30 FT.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

SKILLS: INTIMIDATION +2, STEALTH +3

SENSES: PASSIVE PERCEPTION 10

LANGUAGES: COMMON

CHALLENGE: 1/8 (25 XP)

ACTIONS

CLUB.: MELEE WEAPON ATTACK: +2 TO HIT, REACH 5 FT., ONE TARGET. HIT: 3 (1D4 + 1) BLUDGEONING DAMAGE.

DAGGER.: MELEE OR RANGED WEAPON ATTACK: +3 TO HIT, REACH 5 FT. OR RANGE 20/60 FT., ONE TARGET. HIT: 3 (1D4 + 1) PIERCING DAMAGE.

DAGGERHEART

TYPE: STANDARD ADVERSARY (HUMANOID)

DIFFICULTY: 8

HIT POINTS: 3

EVASION: 9

DAMAGE THRESHOLDS: MINOR 2 / MAJOR 5 / SEVERE 9

ACTIONS

CLUB: 1D6 PHYSICAL DAMAGE

DAGGER (MELEE OR CLOSE RANGE): 1D6 PHYSICAL DAMAGE

Tactics.

Ruffians attack in groups and flee when outnumbered. THEY GAIN ADVANTAGE ON ATTACK ROLLS WHEN AN ALLY IS WITHIN MELEE RANGE OF THEIR TARGET.

Gangster Lieutenant

Medium humanoid (human), neutral evil

BESTIARY ENTRY

GANGSTER LIEUTENANT
Street-Level Threat

CREATURE ILLUSTRATION
Black Ink - Cross-Hatching & Bold Outlines



Mid-rank criminal with authority. Better equipped than ruffians, bearing visible weapons and the confidence of someone who commands fear in the marketplace shadows.

Encounter Creature | Half Page | Black Ink
THE ETERNAL COURT · Enemy Bestiary

The organized criminal element in Kormor Kirak operates through lieutenants who manage territories, collect debts, and eliminate competition. These individuals are experienced fighters with access to better equipment and tactical training. A gangster lieutenant commands three to six ruffians and answers to a boss who controls an entire district of the city’s underground economy. They are smarter and more dangerous than common thugs, willing to negotiate but equally prepared to kill.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 15 (STUDDED LEATHER)

HIT POINTS: 33 (6D8 + 6)

SPEED: 30 FT.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 12 (+1) 14 (+2) 11 (+0) 14 (+2)

SKILLS: DECEPTION +4, INTIMIDATION +4, PERCEPTION +2, STEALTH +5

SENSES: PASSIVE PERCEPTION 12

LANGUAGES: COMMON, THIEVES' CANT

CHALLENGE: 2 (450 XP)

Sneak Attack (1/Turn).

THE LIEUTENANT DEALS AN EXTRA 7 (2D6) DAMAGE WHEN HITTING A TARGET WITH ADVANTAGE OR WHEN AN ALLY IS WITHIN 5 FEET OF THE TARGET.

ACTIONS

MULTIATTACK.: THE LIEUTENANT MAKES TWO SHORTSWORD ATTACKS.

SHORTSWORD.: MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 6 (1D6 + 3) PIERCING DAMAGE.

HAND CROSSBOW.: RANGED WEAPON ATTACK: +5 TO HIT, RANGE 30/120 FT., ONE TARGET. HIT: 6 (1D6 + 3) PIERCING DAMAGE.

DAGGERHEART

TYPE: STANDARD ADVERSARY (HUMANOID)

DIFFICULTY: 12

HIT POINTS: 5

EVASION: 12

DAMAGE THRESHOLDS: MINOR 3 / MAJOR 8 / SEVERE 14

ACTIONS

SHORTSWORD: 2D8 PHYSICAL DAMAGE

HAND CROSSBOW (FAR RANGE): 2D6 PHYSICAL DAMAGE

SPECIAL

SNEAK ATTACK: WHEN ATTACKING A TARGET THAT IS ALSO ADJACENT TO ONE OF THE LIEUTENANT'S ALLIES, ADD 1D8 TO THE DAMAGE ROLL.

CAPITULUM

MAGEARY FORCES

Red Guard

Medium humanoid (human), lawful neutral



The Red Guards are Queen Kiraline's personal military force, distinguished by their crimson uniforms and rigid discipline. They enforce the queen's law throughout Kormor Kirak, patrol the castle grounds, and accompany the royal family on public appearances. A Red

Guard answers only to the queen and her court. They operate in pairs on patrol, squads of six for enforcement actions, and companies of twenty for military operations. Most are competent soldiers, though they are trained to fight human threats, not supernatural ones. When the Necrotic

Bulk erupted from the Hallaset Fields, two Red Guards were torn apart before they could draw their weapons.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 16 (CHAIN MAIL)

HIT POINTS: 22 (4D8 + 4)

SPEED: 30 FT.

STR DEX CON INT WIS CHA

14 (+2) 11 (+0) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

SKILLS: ATHLETICS +4, PERCEPTION +2

SENSES: PASSIVE PERCEPTION 12

LANGUAGES: COMMON

CHALLENGE: 1/2 (100 XP)

ACTIONS

LONGSWORD.: MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 6 (1D8 + 2) SLASHING DAMAGE, OR 7 (1D10 + 2) SLASHING DAMAGE IF USED WITH TWO HANDS.

HEAVY CROSSBOW.: RANGED WEAPON ATTACK: +2 TO HIT, RANGE 100/400 FT., ONE TARGET. HIT: 5 (1D10) PIERCING DAMAGE.

DAGGERHEART

TYPE: STANDARD ADVERSARY (HUMANOID)

DIFFICULTY: 10

HIT POINTS: 4

EVASION: 10

DAMAGE THRESHOLDS: MINOR 4 / MAJOR 8 / SEVERE 14

ACTIONS

LONGSWORD: 1D8 PHYSICAL DAMAGE

HEAVY CROSSBOW (VERY FAR RANGE): 1D10 PHYSICAL DAMAGE

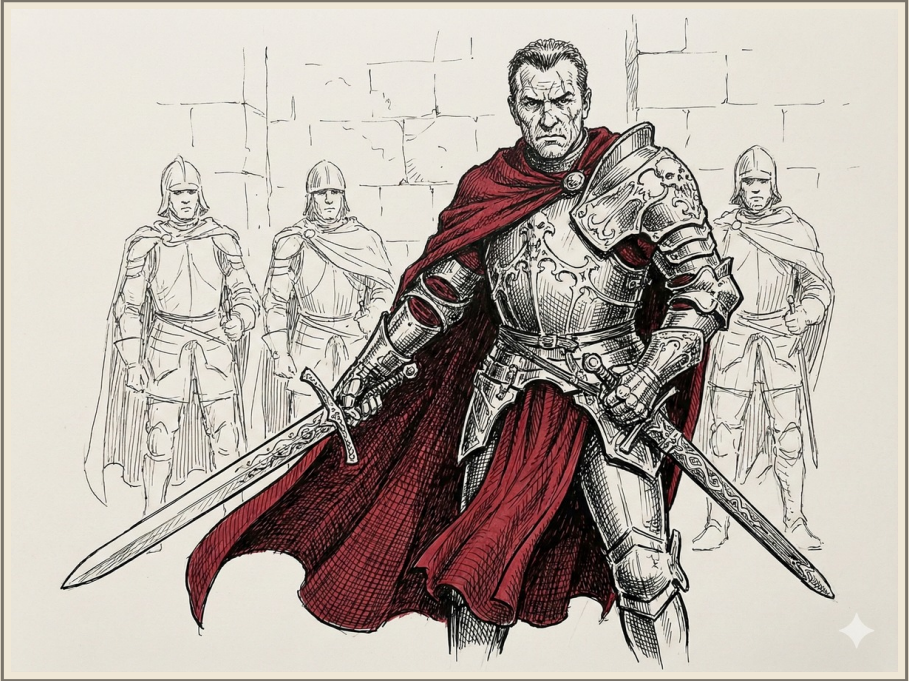
Tactics.

Red Guards fight in disciplined formations. When two or more guards are adjacent to the same target, they each gain +1 to their attack

DIFFICULTY AGAINST THAT TARGET.

Red Guard Captain

Medium humanoid (human), lawful neutral



Red Guard Captains command squads and oversee key installations within Kormor Kirak. They earned their rank through loyalty to the crown and competence in combat, though their ultimate allegiance is to Queen Kiraline rather than any abstract concept of justice. A captain carries a decorated longsword and wears a crimson cloak over polished plate armor. They are tactically capable and will coordinate their squad's movements, using flanking maneuvers and shield walls to control the battlefield.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 18 (PLATE)

HIT POINTS: 52 (8D8 + 16)

SPEED: 30 FT.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 14 (+2) 13 (+1)

SAVING THROWS: STR +5, CON +4

SKILLS: ATHLETICS +5, INTIMIDATION +3, PERCEPTION +4

SENSES: PASSIVE PERCEPTION 14

LANGUAGES: COMMON

CHALLENGE: 3 (700 XP)

Leadership (Recharges after a Short or Long Rest).

For 1 minute, the captain can issue a special command to nonhostile creatures within 30 feet that can hear it. EACH CREATURE GAINS +1D4 TO ATTACK ROLLS AND SAVING THROWS WHILE THE EFFECT LASTS.

ACTIONS

MULTIATTACK.: THE CAPTAIN MAKES TWO LONGSWORD ATTACKS.

LONGSWORD.: MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 7 (1D8 + 3) SLASHING DAMAGE, OR 8 (1D10 + 3) SLASHING DAMAGE IF USED WITH TWO HANDS.

REACTIONS

PARRY.: THE CAPTAIN ADDS 2 TO ITS AC AGAINST ONE MELEE ATTACK THAT WOULD HIT IT. THE CAPTAIN MUST SEE THE ATTACKER AND BE WIELDING A MELEE WEAPON.

DAGGERHEART

TYPE: LEADER ADVERSARY (HUMANOID)

DIFFICULTY: 14

HIT POINTS: 7

EVASION: 13

DAMAGE THRESHOLDS: MINOR 5 / MAJOR 10 / SEVERE 17

ACTIONS

LONGSWORD: 2D8 PHYSICAL DAMAGE

SPECIAL

Command: Once per round, the captain can order an allied Red Guard within Close range to immediately make one attack. *RALLY:* ONCE PER ENCOUNTER, ALL ALLIED RED GUARDS WITHIN CLOSE RANGE CLEAR 1 STRESS EACH.

Cavalry Soldier

Medium humanoid (human), lawful neutral



Mounted cavalry soldiers patrol the roads between cities and serve as rapid response forces during wartime. In Kormor Kirak, cavalry units are stationed at the Southern Gate and escort important figures along the

Queen's Road. These soldiers are trained to fight from horseback with lance and saber, using their mount's speed and mass to devastating effect against infantry. On foot, they are competent but unremarkable fighters. Their warhorse acts independently in combat.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 16 (CHAIN MAIL, SHIELD)

HIT POINTS: 26 (4D8 + 8)

SPEED: 30 FT. (60 FT. MOUNTED)

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 10 (+0) 11 (+0) 11 (+0)

SKILLS: ANIMAL HANDLING +2, ATHLETICS +4

SENSES: PASSIVE PERCEPTION 10

LANGUAGES: COMMON

CHALLENGE: 1 (200 XP)

Mounted Combatant.

WHILE MOUNTED, THE CAVALRY SOLDIER HAS ADVANTAGE ON MELEE ATTACK ROLLS AGAINST UNMOUNTED CREATURES SMALLER THAN THE MOUNT.

ACTIONS

LANCE.: MELEE WEAPON ATTACK: +4 TO HIT, REACH 10 FT., ONE TARGET.

HIT: 8 (1D12 + 2) PIERCING DAMAGE. DISADVANTAGE AGAINST TARGETS WITHIN 5 FEET.

SABER.: MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET. HIT: 6 (1D8 + 2) SLASHING DAMAGE.

DAGGERHEART

TYPE: STANDARD ADVERSARY (HUMANOID, MOUNTED)

DIFFICULTY: 10

HIT POINTS: 5

EVASION: 11 (MOUNTED)

DAMAGE THRESHOLDS: MINOR 4 / MAJOR 8 / SEVERE 14

ACTIONS

LANCE (MOUNTED ONLY): 1D12 PHYSICAL DAMAGE. ADVANTAGE AGAINST UNMOUNTED TARGETS.

SABER: 1D8 PHYSICAL DAMAGE

Mount: Warhorse.

HP: 4

EVASION: 10

HOOVES: 1D8 PHYSICAL DAMAGE

CAPITULUM

MESHANGEL SERIES

Clockwork Scout

Small construct, unaligned

CREA-05 (variant)

CLOCKWORK SCOUT

Mechanical Threats

CREATURE ILLUSTRATION

Black Ink - Cross-Hatching & Bold Outlines

Animated mechanical construct, built for reconnaissance. Visible gears, pistons, and articulated joints. Moves with uncanny precision. Arcane runes glow along its structure.

Tier 3 | Half Page | Black Ink on White Paper
THE ETERNAL COURT · Enemy Bestiary

The Terrassian Consulate’s attic laboratory holds more than Automatic Assassins. Smaller clockwork constructs serve as scouts and surveillance devices, mechanical birds or rats with glass eyes that transmit visual information back to

a control station. These devices are fragile but nearly silent, scuttling through vents and across rooftops to observe targets. Koss deploys them to monitor the theater construction site, the

Kereskedo Market, and the movements of key individuals throughout the city. Destroying one alerts its controller immediately.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 13 (NATURAL ARMOR)

HIT POINTS: 7 (2D6)

SPEED: 30 FT., CLIMB 30 FT.

STR DEX CON INT WIS CHA

4 (-3) 16 (+3) 10 (+0) 3 (-4) 14 (+2) 1 (-5)

SKILLS: PERCEPTION +4, STEALTH +7

DAMAGE IMMUNITIES: POISON, PSYCHIC

CONDITION IMMUNITIES: CHARMED, EXHAUSTION, FRIGHTENED, PARALYZED, PETRIFIED, POISONED

SENSES: DARKVISION 60 FT., PASSIVE PERCEPTION 14

LANGUAGES: UNDERSTANDS COMMANDS FROM CONTROLLER

CHALLENGE: 1/4 (50 XP)

ACTIONS

BITE.: MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 1 PIERCING DAMAGE.

SELF-DESTRUCT (1/DAY).: THE SCOUT EXPLODES. EACH CREATURE WITHIN 5 FEET MUST MAKE A DC 10 DEXTERITY SAVING THROW, TAKING 7 (2D6) FIRE DAMAGE ON FAILURE, OR HALF ON SUCCESS.

DAGGERHEART

TYPE: MINION ADVERSARY (CONSTRUCT)

DIFFICULTY: 7

HIT POINTS: 1

EVASION: 12

ACTIONS

BITE: 1D4 PHYSICAL DAMAGE

SELF-DESTRUCT: 1D8 FIRE DAMAGE TO ALL CREATURES WITHIN VERY CLOSE RANGE

SPECIAL

ALERT: WHEN DESTROYED, THE SCOUT'S CONTROLLER IS IMMEDIATELY AWARE OF ITS LOCATION AND THE IDENTITY OF WHOEVER DESTROYED IT.

Automatic Assassin

Medium construct, unaligned



The Automatic Assassin is Terrassian engineering at its most lethal: a humanoid mechanical construct with clockwork eyes whirring behind a shrouded face, hydraulic limbs capable of bending metal with a single strike, and a pneumatic

crossbow integrated into its forearm. These machines pursue their targets with relentless, mindless precision. The first one breached the Albion Consulate's reinforced door with one blow, then chased Feeney across rooftops before putting two bolts through his chest. A second unit armed with explosive glass-tipped arrows nearly destroyed Barron's carriage before something tore it apart on the rooftops. Koss maintains spare parts in his laboratory.

There are always more.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 16 (NATURAL ARMOR)

HIT POINTS: 60 (8D8 + 24)

SPEED: 30 FT., CLIMB 20 FT.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 6 (-2) 10 (+0) 1 (-5)

SAVING THROWS: STR +6, CON +5

DAMAGE IMMUNITIES: POISON, PSYCHIC

DAMAGE RESISTANCES: BLUDGEONING, PIERCING, SLASHING FROM NONMAGICAL ATTACKS

CONDITION IMMUNITIES: CHARMED, EXHAUSTION, FRIGHTENED, PARALYZED, PETRIFIED, POISONED

SENSES: DARKVISION 60 FT., PASSIVE PERCEPTION 10

LANGUAGES: UNDERSTANDS COMMANDS FROM CONTROLLER

CHALLENGE: 5 (1,800 XP)

Relentless Pursuit.

THE AUTOMATIC ASSASSIN HAS ADVANTAGE ON ATTACK ROLLS AGAINST A CREATURE IT HAS DAMAGED ON A PREVIOUS TURN.

ACTIONS

MULTIATTACK.: THE ASSASSIN MAKES TWO SLAM ATTACKS OR ONE SLAM AND ONE PNEUMATIC CROSSBOW ATTACK.

SLAM.: MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT., ONE TARGET. HIT: 11 (2D6 + 4) BLUDGEONING DAMAGE.

PNEUMATIC CROSSBOW.: RANGED WEAPON ATTACK: +5 TO HIT, RANGE 80/320 FT., ONE TARGET. HIT: 9 (2D8) PIERCING DAMAGE.

EXPLOSIVE BOLT (RECHARGE 5-6): RANGED WEAPON ATTACK: +5 TO HIT, RANGE 80/320 FT., ONE TARGET. HIT: 9 (2D8) PIERCING DAMAGE PLUS 14 (4D6) FIRE DAMAGE. EACH CREATURE WITHIN 10 FEET OF THE TARGET MUST MAKE A DC 14 DEXTERITY SAVING THROW, TAKING 7 (2D6) FIRE DAMAGE ON A FAILED SAVE, OR HALF ON SUCCESS.

DAGGERHEART

TYPE: SOLO ADVERSARY (CONSTRUCT)

DIFFICULTY: 16

HIT POINTS: 8

EVASION: 13

DAMAGE THRESHOLDS: MINOR 5 / MAJOR 12 / SEVERE 18

ACTIONS (2 PER TURN)

SLAM: 2D8 PHYSICAL DAMAGE

PNEUMATIC CROSSBOW (VERY FAR RANGE): 2D8 PHYSICAL DAMAGE

EXPLOSIVE BOLT (ONCE PER ENCOUNTER): 2D8 PHYSICAL DAMAGE TO TARGET PLUS 2D6 FIRE DAMAGE TO ALL WITHIN CLOSE RANGE

SPECIAL

RELENTLESS: WHEN THE AUTOMATIC ASSASSIN SUCCESSFULLY DAMAGES A TARGET, IT GAINS ADVANTAGE ON ITS NEXT ATTACK AGAINST THAT SAME TARGET.

Construct Immunities: Immune to poison, fear, charm, and psychic effects. BREACHER: CAN FORCE OPEN LOCKED DOORS AND BARRIERS WITHOUT A ROLL.

CAPITULUM

UNDEAD HORRORS

Undead Shambler

Medium undead, neutral evil



The Hallaset Fields cemetery extends for miles, and not all of its residents rest peacefully. Necromantic energy seeping through the soil animates individual corpses into shamblers: mindless, rotting bodies that drag themselves upright and stumble toward the living. They are slow and stupid but difficult to put down, absorbing punishment that would kill a living creature. A lone shambler

is a nuisance. A dozen emerging from the tall grass at dusk is a different proposition entirely. The Lich Cult uses them as sentries, tripwires, and distractions while performing more dangerous rituals nearby.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 8

HIT POINTS: 22 (3D8 + 9)

SPEED: 20 FT.

STR DEX CON INT WIS CHA

13 (+1) 6 (-2) 16 (+3) 3 (-4) 6 (-2) 5 (-3)

SAVING THROWS: WIS +0

DAMAGE IMMUNITIES: POISON

CONDITION IMMUNITIES: POISONED

SENSES: DARKVISION 60 FT., PASSIVE PERCEPTION 8

LANGUAGES: UNDERSTANDS THE LANGUAGES IT KNEW IN LIFE BUT CAN'T SPEAK

CHALLENGE: 1/4 (50 XP)

Undead Fortitude.

If damage reduces the shambler to 0 hit points, it makes 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 SHAMBLER DROPS TO 1 HIT POINT INSTEAD.

ACTIONS

SLAM.: MELEE WEAPON ATTACK: +3 TO HIT, REACH 5 FT., ONE TARGET. HIT: 4 (1D6 + 1) BLUDGEONING DAMAGE.

DAGGERHEART

TYPE: MINION ADVERSARY (UNDEAD)

DIFFICULTY: 7

HIT POINTS: 3

EVASION: 7

DAMAGE THRESHOLDS: MINOR 3 / MAJOR 7 / SEVERE 12

ACTIONS

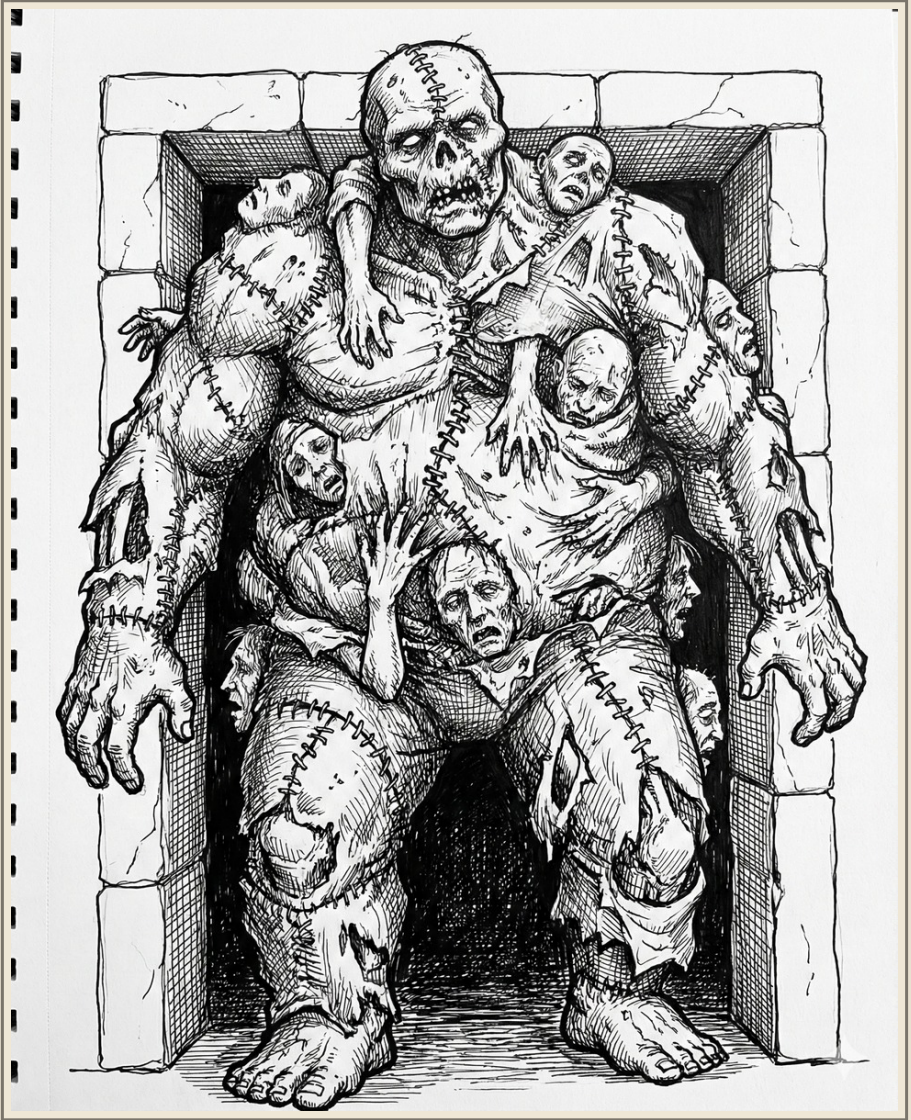
SLAM: 1D6 PHYSICAL DAMAGE

SPECIAL

Undead Fortitude: The first time the shambler would be destroyed, it instead survives with 1 HP unless the killing blow was radiant damage or a critical success. SLOW: SHAMBLERS ALWAYS ACT LAST IN INITIATIVE ORDER.

Necrotic Bull

Large undead, chaotic evil



The Necrotic Bulk is necromancy at its most horrifying: a creature made from the discarded parts of multiple corpses, reanimated limbs writhing and entwining into a mass of dead flesh that moves with terrible purpose. When

Rozito carved his runes into the dead carriage driver's chest, the thing that rose was roughly the shape of a human but composed of dozens of separate body parts, all moving independently, all reaching. It tore through two armored Red Guards before they could scream. Jack and Eppy fought it in the Hallaset Fields while Olivia ran for help, and even their combined skill barely held it at bay. The Bulk collapsed only when Szeret killed Rozito and severed his concentration.

It cannot be permanently destroyed while necromantic energy flows through the Hallaset Fields.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 11 (NATURAL ARMOR)

HIT POINTS: 85 (10D10 + 30)

SPEED: 30 FT.

STR DEX CON INT WIS CHA

18 (+4) 8 (-1) 16 (+3) 3 (-4) 6 (-2) 5 (-3)

DAMAGE IMMUNITIES: POISON, NECROTIC

DAMAGE RESISTANCES: BLUDGEONING, PIERCING, SLASHING FROM NONMAGICAL ATTACKS

CONDITION IMMUNITIES: CHARMED, EXHAUSTION, FRIGHTENED, PARALYZED, PETRIFIED, POISONED

SENSES: DARKVISION 60 FT., PASSIVE PERCEPTION 8

LANGUAGES: NONE

CHALLENGE: 5 (1,800 XP)

Linked to Creator.

The Necrotic Bulk is magically linked to its creator. IF THE CREATOR IS KILLED, INCAPACITATED, OR LOSES CONCENTRATION, THE BULK IMMEDIATELY COLLAPSES INTO INERT FLESH.

Hallaset Regeneration.

WHILE WITHIN THE HALLASET FIELDS, THE NECROTIC BULK REGAINS 5 HIT POINTS AT THE START OF ITS TURN UNLESS IT HAS TAKEN RADIANT DAMAGE SINCE ITS LAST TURN.

ACTIONS

MULTIATTACK.: THE NECROTIC BULK MAKES TWO SLAM ATTACKS.

SLAM.: MELEE WEAPON ATTACK: +7 TO HIT, REACH 10 FT., ONE TARGET. HIT: 13 (2D8 + 4) BLUDGEONING DAMAGE.

ENGULF (RECHARGE 5-6): THE BULK ATTEMPTS TO ENGULF A MEDIUM OR SMALLER CREATURE WITHIN 5 FEET. THE TARGET MUST SUCCEED ON A DC 14

Strength saving throw or be restrained inside the Bulk. A RESTRAINED CREATURE TAKES 10 (3D6) NECROTIC DAMAGE AT THE START OF EACH OF ITS TURNS. THE CREATURE CAN REPEAT THE SAVING THROW AT THE END OF EACH OF ITS TURNS, FREEING ITSELF ON A SUCCESS.

DAGGERHEART

TYPE: SOLO ADVERSARY (UNDEAD)

DIFFICULTY: 15

HIT POINTS: 8

EVASION: 10

DAMAGE THRESHOLDS: MINOR 5 / MAJOR 12 / SEVERE 18

ACTIONS (2 PER TURN)

SLAM: 2D8 PHYSICAL DAMAGE, REACH EXTENDS TO CLOSE RANGE

ENGULF (ONCE PER ENCOUNTER): TARGET WITHIN MELEE RANGE MUST SUCCEED ON DIFFICULTY 14 STRENGTH ROLL OR BECOME RESTRAINED. RESTRAINED TARGETS TAKE 2D6 NECROTIC DAMAGE AT THE START OF EACH TURN.

SPECIAL

Linked to Creator: If the necromancer who created the Bulk is killed, the Bulk immediately collapses. **HALLASET REGENERATION:** WHILE IN THE

HALLASET FIELDS, THE BULK CLEARS 1 HP AT THE START OF EACH GM TURN.

UNDEAD IMMUNITIES: IMMUNE TO POISON, FEAR, CHARM, AND PSYCHIC EFFECTS.

Lich Cult Acolyte

Medium humanoid (human), chaotic evil



The Cult of the Lich operates in the shadows of Kormor Kirak, its members embedded in the city's population as merchants, servants, and laborers. An acolyte is a low-ranking cultist who has learned basic necromantic rituals: how to carve preservation runes, how to prepare corpses for reanimation, how to maintain the dark marks that serve as portal anchors. They carry concealed ritual daggers and wear the symbol of the cult beneath their clothing. Most are desperate people who turned to the cult for power, protection, or revenge. They fight with fanaticism when cornered but prefer to flee and report to their superiors.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 11

HIT POINTS: 13 (3D8)

SPEED: 30 FT.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 10 (+0) 13 (+1) 14 (+2) 10 (+0)

SKILLS: ARCANA +3, DECEPTION +2, RELIGION +3

SENSES: PASSIVE PERCEPTION 12

LANGUAGES: COMMON, CAN READ NECROMANTIC RUNES

CHALLENGE: 1/2 (100 XP)

Spellcasting.

The acolyte is a 2nd-level spellcaster. SPELLCASTING ABILITY IS WISDOM (SPELL SAVE DC 12, +4 TO HIT). CANTRIPS: CHILL TOUCH, THAUMATURGY. 1ST LEVEL (3 SLOTS): INFLECT WOUNDS, SHIELD OF FAITH, COMMAND.

ACTIONS

RITUAL DAGGER.: MELEE WEAPON ATTACK: +3 TO HIT, REACH 5 FT., ONE TARGET. HIT: 4 (1D4 + 2) PIERCING DAMAGE PLUS 3 (1D6) NECROTIC DAMAGE.

DAGGERHEART

TYPE: STANDARD ADVERSARY (HUMANOID)

DIFFICULTY: 10

HIT POINTS: 4

EVASION: 10

DAMAGE THRESHOLDS: MINOR 2 / MAJOR 6 / SEVERE 11

ACTIONS

RITUAL DAGGER: 1D6 PHYSICAL + 1D4 NECROTIC DAMAGE

CHILL TOUCH (CLOSE RANGE): 1D8 NECROTIC DAMAGE

SPECIAL

Fanaticism: Lich Cult Acolytes have advantage on saving throws and rolls against being frightened or charmed. DARK KNOWLEDGE: CAN READ AND INSCRIBE NECROMANTIC RUNES FOR RITUAL PURPOSES (NON-COMBAT UTILITY).

Lich Cult Necromancer

Medium humanoid (human), chaotic evil



The necromancers of the Lich Cult are the cult's true power, practitioners who have mastered the art of carving runes into flesh and binding dead matter to their will. They operate the ritual frameworks: arranging corpses into trellis patterns that serve as portals, beacons, and power sources. Feeny's body was found suspended in one such trellis with eighty-eight ritual wounds. A necromancer can animate corpses, create Necrotic Bulks, and open temporary portals between locations anchored by prepared corpses. They are dangerous spellcasters who prefer to fight behind their undead servants.

DUNGEONS & DRAGONS 5E (2024)

ARMOR CLASS: 12 (15 WITH MAGE ARMOR)

HIT POINTS: 40 (9D8)

SPEED: 30 FT.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 10 (+0) 16 (+3) 14 (+2) 12 (+1)

SAVING THROWS: INT +5, WIS +4

SKILLS: ARCANA +5, MEDICINE +4, RELIGION +5

SENSES: PASSIVE PERCEPTION 12

LANGUAGES: COMMON, ABYSSAL, CAN READ/WRITE NECROMANTIC RUNES

CHALLENGE: 4 (1,100 XP)

Spellcasting.

The necromancer is a 5th-level spellcaster. SPELLCASTING ABILITY IS

Intelligence (spell save DC 13, +5 to hit). CANTRIPS: CHILL TOUCH, MAGE

Hand, Minor Illusion. 1ST LEVEL (4 SLOTS): MAGE ARMOR, RAY OF SICKNESS,

False Life. 2ND LEVEL (3 SLOTS): BLINDNESS/DEAFNESS, RAY OF

Enfeeblement, Misty Step. 3RD LEVEL (2 SLOTS): ANIMATE DEAD, BESTOW

CURSE.

Undead Thralls.

THE NECROMANCER CAN MAINTAIN CONTROL OF UP TO 4 UNDEAD SHAMBLERS OR 1

Necrotic Bulk at a time. LOSING CONCENTRATION ENDS CONTROL OF ALL THRALLS.

ACTIONS

NECROTIC SCALPEL: MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET. HIT: 4 (1D4 + 2) PIERCING DAMAGE PLUS 7 (2D6) NECROTIC DAMAGE.

DAGGERHEART

TYPE: LEADER ADVERSARY (HUMANOID)

DIFFICULTY: 14

HIT POINTS: 6

EVASION: 12

DAMAGE THRESHOLDS: MINOR 3 / MAJOR 8 / SEVERE 14

ACTIONS

NECROTIC SCALPEL: 1D6 PHYSICAL + 2D6 NECROTIC DAMAGE

RAY OF SICKNESS (FAR RANGE): 2D8 NECROTIC DAMAGE

ANIMATE DEAD (RITUAL, 10 MINUTES): CREATES 1 UNDEAD SHAMBLER OR 1

NECROTIC BULK FROM AVAILABLE CORPSES

SPECIAL

Undead Thralls: The necromancer can control up to 4 Undead Shamblers or 1 Necrotic Bulk.

IF THE NECROMANCER IS KILLED, ALL CONTROLLED UNDEAD IMMEDIATELY COLLAPSE. **PORTAL RITUAL:** GIVEN 1 HOUR AND TWO PREPARED CORPSES, THE NECROMANCER CAN CREATE A TEMPORARY PORTAL BETWEEN THEIR LOCATIONS LASTING 10 MINUTES.

CAPITULUM

SUPERNATURAL ADVERSARIES

VAMPIRE SPAWN

Medium undead, neutral evil



When Kiraline feeds and chooses to turn rather than simply drain, the result is a vampire spawn: a lesser creature bound to her will, retaining enough intelligence to follow orders but lacking the full power and independence of a

true vampire. These creatures serve as infiltrators and enforcers within the castle, appearing human until they reveal their fangs. During the masquerade ball, prisoners were taken to the dungeons where Kiraline and Szeret fed, and some of those victims rose again as spawn. They haunt the castle corridors at night, silent and patient, waiting to be unleashed.

DUNGEONS & DRAGONS 5E (2024)

AC 15 (NATURAL ARMOR), HP 82 (11D8 + 33), SPEED 30 FT.

SAVING THROWS: DEX +5, WIS +2; SKILLS: PERCEPTION +2, STEALTH +5; DAMAGE

RESISTANCES: NECROTIC; BLUDGEONING, PIERCING, SLASHING FROM NONMAGICAL ATTACKS; SENSES: DARKVISION 60 FT., PASSIVE PERCEPTION 12; CHALLENGE: 5 (1,800 XP)

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 16 (+3) 11 (+0) 10 (+0) 12 (+1)

SPIDER CLIMB: THE SPAWN CAN CLIMB DIFFICULT SURFACES, INCLUDING UPSIDE DOWN ON CEILINGS, WITHOUT NEEDING TO MAKE AN ABILITY CHECK.

Regeneration: The spawn regains 10 HP at the start of its turn if it is not in sunlight or running water. IF THE SPAWN TAKES RADIANT DAMAGE OR DIES FROM THE EFFECTS OF SUNLIGHT, IT DOES NOT REGENERATE ON ITS NEXT TURN. THE SPAWN IS DESTROYED ONLY IF IT STARTS ITS TURN WITH 0 HP AND CANNOT REGENERATE.

Weaknesses: Sunlight. THE SPAWN HAS DISADVANTAGE ON ATTACK ROLLS AND ABILITY CHECKS WHILE IN DIRECT SUNLIGHT. STAKE TO HEART. IF THE SPAWN IS REDUCED TO 0 HP WHILE RESTRAINED AND PIERCING DAMAGE FROM A WOODEN WEAPON IS DEALT TO IT WHILE IT IS INCAPACITATED, THE SPAWN IS PARALYZED UNTIL THE STAKE IS REMOVED.

MULTIATTACK: THE SPAWN MAKES TWO ATTACKS, ONLY ONE OF WHICH CAN BE A BITE.

CLAWS: MELEE WEAPON ATTACK: +6 TO HIT, REACH 5 FT., ONE TARGET. HIT: 8 (2D4 + 3) SLASHING DAMAGE.

BITE: MELEE WEAPON ATTACK: +6 TO HIT, REACH 5 FT., ONE TARGET. HIT: 7 (1D6 + 3) PIERCING DAMAGE, PLUS 7 (2D6) NECROTIC DAMAGE. THE TARGET'S HIT POINT MAXIMUM IS REDUCED BY AN AMOUNT EQUAL TO THE NECROTIC DAMAGE

DEALT. IF THIS REDUCES THE TARGET'S HIT POINT MAXIMUM TO 0, THE TARGET DIES.

DAGGERHEART

TYPE: SOLO ADVERSARY (UNDEAD); DIFFICULTY: 16; HP: 8; EVASION: 14

DAMAGE THRESHOLDS: MINOR 4, MAJOR 10, SEVERE 16

ACTIONS (2 PER TURN): CLAWS (2D6 PHYSICAL), BITE (1D8 PHYSICAL PLUS 2D6 NECROTIC; TARGET'S MAXIMUM HP IS REDUCED BY 1).

Special Abilities: *Regeneration:* clears 1 HP at the start of each GM turn unless the spawn is in direct sunlight. *SPIDER CLIMB:* CAN MOVE ACROSS ANY SURFACE WITHOUT AN ABILITY CHECK. *SUNLIGHT WEAKNESS:* TAKES 1 MARK PER TURN WHILE IN DIRECT SUNLIGHT AND HAS DISADVANTAGE ON ALL ROLLS WHILE EXPOSED TO SUNLIGHT.

MOUNTAIN WOLF

Medium beast, unaligned



The Videk Mountains surrounding Kormor Kirak are home to packs of grey wolves that grow larger and more aggressive than lowland breeds. They hunt elk and mountain goats in the high passes but are drawn to the valley by the scent of livestock and, occasionally, something else. Eppy knows their patterns well from her centuries running the Bastion Inn. A wolf pack typically has 4 to 8 members led by an alpha. They avoid open ground and prefer ambush tactics, using the tall grass of the Hallaset

Fields or the treeline along the mountain roads. Wolves become especially dangerous during winter months and full moons, when Jack's presence might agitate them.

DUNGEONS & DRAGONS 5E (2024)

AC 13 (NATURAL ARMOR), HP 11 (2D8 + 2), SPEED 40 FT.

SKILLS: PERCEPTION +3, STEALTH +4; SENSES: PASSIVE PERCEPTION 13;

CHALLENGE: 1/4 (50 XP)

STR DEX CON INT WIS CHA

12 (+1) 15 (+2) 12 (+1) 3 (-4) 12 (+1) 6 (-2)

PACK TACTICS: THE WOLF HAS ADVANTAGE ON A MELEE ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE WOLF'S ALLIES IS WITHIN 5 FEET OF THE TARGET AND THE ALLY IS NOT INCAPACITATED.

KEEN HEARING AND SMELL: THE WOLF HAS ADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON HEARING OR SMELL.

BITE: MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET. HIT: 7 (2D4 + 2) PIERCING DAMAGE. THE TARGET MUST SUCCEED ON A DC 11 STRENGTH SAVING THROW OR BE KNOCKED PRONE.

DAGGERHEART

TYPE: MINION ADVERSARY (BEAST); DIFFICULTY: 7; HP: 2; EVASION: 10

DAMAGE THRESHOLDS: MINOR 2, MAJOR 5, SEVERE 9

ACTIONS: BITE (1D8 PHYSICAL; IF DAMAGE EXCEEDS THE TARGET'S EVASION BY 5 OR MORE, THE TARGET IS KNOCKED PRONE).

Special Abilities: *Pack Tactics:* gains advantage when another wolf is within Melee range of the target. **KEEN SENSES:** ADVANTAGE ON INSTINCT ROLLS FOR HEARING OR SMELL.

VEPSH WOLF

Large beast, unaligned



The alpha of a Videk Mountain wolf pack is noticeably larger than its subordinates, scarred from territorial fights and hunts that would kill lesser animals. An alpha coordinates the pack's movements through body language and low vocalizations, directing flanking maneuvers and choosing when to press an attack or retreat. They are cunning enough to test a target's defenses before committing and will withdraw if the fight turns against them, dragging their pack with them. An alpha will fight to the death only to protect pups or if cornered with no escape.

DUNGEONS & DRAGONS 5E (2024)

AC 14 (NATURAL ARMOR), HP 37 (5D10 + 10), SPEED 50 FT.

SKILLS: PERCEPTION +5, STEALTH +4, INTIMIDATION +2; SENSES: PASSIVE

PERCEPTION 15; CHALLENGE: 2 (450 XP)

STR DEX CON INT WIS CHA

17 (+3) 15 (+2) 15 (+2) 6 (-2) 14 (+2) 10 (+0)

PACK TACTICS: THE WOLF HAS ADVANTAGE ON A MELEE ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE WOLF'S ALLIES IS WITHIN 5 FEET OF THE TARGET AND THE ALLY IS NOT INCAPACITATED.

KEEN HEARING AND SMELL: THE WOLF HAS ADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON HEARING OR SMELL.

ALPHA COMMAND: EACH WOLF FRIENDLY TO THE ALPHA WITHIN 30 FEET GAINS A +2 BONUS TO ATTACK ROLLS WHILE THE ALPHA IS CONSCIOUS AND NOT INCAPACITATED.

MULTIATTACK: THE ALPHA MAKES TWO BITE ATTACKS.

BITE: MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 10 (2D6 + 3) PIERCING DAMAGE. THE TARGET MUST SUCCEED ON A DC 13 STRENGTH SAVING THROW OR BE KNOCKED PRONE.

Howl (Recharge 6): Each enemy creature within 60 feet of the alpha must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DAGGERHEART

TYPE: STANDARD ADVERSARY (BEAST); DIFFICULTY: 12; HP: 5; EVASION: 12

DAMAGE THRESHOLDS: MINOR 3, MAJOR 8, SEVERE 14

Actions: Bite (2d8 physical; if the attack hits, the target must succeed on a Difficulty 12 Strength save or be knocked prone). HOWL (ONCE PER ENCOUNTER, ALL ENEMIES WITHIN CLOSE RANGE MUST SUCCEED ON A DIFFICULTY 12 PRESENCE SAVE OR BECOME FRIGHTENED, ROLLING WITH DISADVANTAGE FOR 1 ROUND).

SPECIAL ABILITIES: PACK LEADER: ALL ALLIED WOLVES WITHIN CLOSE RANGE GAIN +1 TO THEIR ATTACK DIFFICULTY WHILE THE ALPHA IS CONSCIOUS AND NOT INCAPACITATED.

CAPITULUM

ENCOUNTER TABLES

Street Encounters: Kereskedo Market and City Streets

For wandering the streets and markets of Kormor Kirak at night, GMs can roll encounters with 2d4 Ruffians looking for easy marks, a Gangster

Lieutenant with 1d4 plus 1 Ruffians running a protection racket, a Red

Guard patrol of 2 guards investigating suspicious activity, or a pickpocket attempting to steal from the party. During the day, encounters tend toward social confrontations: a merchant overcharging foreigners, a street performer blocking a crucial alley, or Rozito's agents keeping tabs on the party's movements.

Hallsset Fields Encounters

The cemetery fields outside the city are the most dangerous area in the campaign. At night, parties may encounter 1d6 Undead Shamblers emerging from the tall grass, a Necrotic Bulk being assembled by a Lich Cult

Necromancer with 2 Acolyte guards, 1d4 Mountain Wolves hunting near the treeline, or signs of recent necromantic ritual with a fresh trellis framework, a body, and runes still glowing. The fields grow more dangerous as the campaign progresses: early encounters involve lone shamblers, while later sessions see organized cult activity and multiple

Bulks operating simultaneously.

Castle and Court Encounters

Inside Torony Castle and at court events, enemies wear smiles instead of armor. Red Guard patrols of 4 to 6 soldiers secure the corridors. A Red

Guard Captain commands each entrance. Vampire Spawn haunt the lower levels after dark, disguised as servants until they reveal themselves.

Kiraline's private chambers and the dungeon are off-limits, guarded by her most loyal servants and protected by magical wards. Social encounters here are often more dangerous than combat: a courtier asking pointed questions, a masked figure at the ball who knows too much, or

Rozito attempting to guide the party into a trap.

Theater Construction Site Encounters

The reconstruction of the Theater of Everlasting Peace is the campaign's central mission and its most frequent source of trouble.

During the day, Nero and Zaffir's construction crew may clash with the party over safety concerns or supernatural interference. At night, the site becomes a target: a Clockwork Scout observing from the scaffolding, an Automatic Assassin positioned on a neighboring rooftop with an explosive bolt, or Lich Cult Acolytes attempting to inscribe necromantic runes into the theater's foundations. As construction progresses, the threats escalate from sabotage to outright assault.

Mountain Road Encounters

Travel between the city and surrounding locations follows narrow mountain roads through the Videk range. A wolf pack of 4 to 6 Mountain

Wolves led by an Alpha may trail the party through the passes, testing for weakness. Cavalry Soldiers patrol the main roads in pairs. Bandits, using Gangster Lieutenant stats, occasionally ambush travelers at narrow crossings. In winter, avalanches and ice storms create natural hazards that force the party to seek shelter, often in caves that hold their own surprises.

Scaling Difficulty

For a party of 4 to 5 characters at levels 3 to 5 in D&D or Tier 2 in

Daggerheart, a single Automatic Assassin or Necrotic Bulk serves as a challenging boss encounter. A squad of 6 Red Guards with a Captain makes for a medium-difficulty fight. Street-level encounters with Ruffians and

Gangsters work as warm-up encounters or complications during investigation scenes. Vampire Spawn should be reserved for mid-to-late campaign as they represent a significant threat escalation. Queen

Kiraline herself should be encountered only as the campaign's final confrontation, and even then, the goal should be survival and escape rather than direct combat unless the party has reached levels 9 to 12 in

D&D or Tier 3 to 4 in Daggerheart.

APPENDIX A: TREASURES BY CHALLENGE RATING

Challenge 1/8 == 1/4 (Minion / Novice Threats)

Kereskedo Market Ruffian (Humanoid) -- A street-level criminal.

Clockwork Scout (Construct) -- A mechanical spy device.

Challenge 1/2 == 1 (Beat Adversaries / Trained Threats)

Red Guard (Humanoid) -- A competent soldier of the Queen's force.

Cavalry Soldier (Humanoid, Mounted) -- A disciplined mounted combatant.

Challenge 2 == 3 (Standard Threats / Significant Adversaries)

Gangster Lieutenant (Humanoid) -- An experienced criminal leader.

Red Guard Captain (Humanoid) -- A skilled and commanding officer.

Challenge 5+ (Powerful and Boss Threats)

Automatic Assassin (Construct) -- A lethal mechanical warrior.

Lich Cult Necromancer (Humanoid / Undead) -- A practitioner of dark arts.

Necrotic Bulk (Undead) -- A terrible amalgamation of corpses.

Vampire Spawn (Undead) -- A thrall of Queen Kiraline.

Queen Kiraline Veresz Eroszakos (Undead / Vampire) -- The ultimate power in Kormor Kirak.

APPENDIX B: CREATURES BY TYPE

HUMANOID CREATURES

Kereskedo Market Ruffian -- Challenge 1/8. Street-level criminal and hired muscle.

Gangster Lieutenant -- Challenge 2. Organized crime leader.

Red Guard -- Challenge 1/2. Queen Kiraline's soldier.

Red Guard Captain -- Challenge 3. Commander of guards.

Cavalry Soldier -- Challenge 1. Mounted military combatant.

Lich Cult Necromancer -- Challenge 5+. Practitioner of necromancy.

CONSTRUCT CREATURES

Clockwork Scout -- Challenge 1/4. Mechanical spy.

Automatic Assassin -- Challenge 5+. Deadly mechanical warrior.

UNDEAD CREATURES

Vampire Spawn -- Challenge 5+. Servant of the vampire queen.

Lich Cult Acolyte -- Challenge 2. Minor practitioner of dark magic.

Undead Shambler -- Challenge 1/4. Basic animated corpse.

Necrotic Bulk -- Challenge 5+. Amalgamation of corpses animated by ritual magic.

Queen Kiraline Veresz Eroszakos -- Challenge 8+. Ancient vampire and ultimate antagonist.

BEST CREATURES

Mountain Wolf -- Challenge 1/4. Natural predator of the mountain ranges.

Alpha Wolf -- Challenge 1/2. Leader of the wolf pack.

Warhorse (Mounted Companion) -- Variable. Ridden by cavalry soldiers.

SUPERNATURAL CREATURES

Creature in the Cistern -- Challenge Unknown. Ancient and barely understood. Coexistence rather than combat.

APPENDIX E: ENCOUNTERS BY LEVEL AND TYPE

SUGGESTED COMPLETION AND PACE RANGES

D&D 5E encounters are designed for parties of 4 -- 5 characters at levels 3 -- 12, progressing through the campaign as events unfold.

Daggerheart encounters are designed for parties of 4 -- 5 characters at Tiers 1 -- 4, with difficulty scaling according to the mechanical system's tier structure.

EASY/MEDIUM/HARD DFFFGUEEY GUGDANCE

EASY ENCOUNTERS (Suitable for recovering from previous battles or moving the narrative forward without significant threat):

- 2d4 Kereskedo Market Ruffians
- 1 Gangster Lieutenant with 1d2 Ruffians
- 2 Red Guards on routine patrol
- 1 Clockwork Scout
- A small group (3 -- 4) of Mountain Wolves without the Alpha

MEDIUM ENCOUNTERS (Challenging but beatable for a well-prepared party):

- 1 Automatic Assassin (alone)
- 6 Red Guards without a Captain
- 1 Red Guard Captain with 2 -- 3 Red Guards
- 1 Necrotic Bulk (alone)
- 1 Vampire Spawn
- 1 Lich Cult Necromancer with 2 -- 3 Acolytes

HARD ENCOUNTERS (Require strategy, resources, or retreat):

- 2 Automatic Assassins operating together
- 1 Red Guard Captain with 6 -- 8 Red Guards in formation
- 1 Lich Cult Necromancer with 2 Necrotic Bulks
- Multiple Vampire Spawn (2 -- 3) coordinating attack
- Queen Kiraline with her personal guard (for parties at highest levels only)

COMBATING CREATURES FOR THEMED ENCOUNTERS

Military Patrol (City Streets, Daytime)

- 1 Red Guard Captain commanding 6 -- 8 Red Guards
 - They are disciplined and organized, using formation tactics
 - Goal: Enforce order or search for fugitives
 - Difficulty: Hard for lower-level parties; Medium for those at levels 7 -- 9
-

Undead Ambush (Hallaset Fields, Nighttime)

- 1 Lich Cult Necromancer commanding 2d4 Undead Shamblers
 - Possible inclusion of 1 Necrotic Bulk as a focal point of the working
 - The shamblers attack in waves while the Necromancer maintains control
 - Difficulty: Medium to Hard depending on shambler count
-

Street Crime (City Markets, Nighttime)

- 1 Gangster Lieutenant with 2d4 Kereskedo Market Ruffians
- They attempt extortion, robbery, or assault
- They flee if outnumbered but will call for reinforcements
- Difficulty: Easy to Medium

Castle Infiltration (Torony Viros, Any Time)

- Red Guard patrols of varying sizes
 - Possible inclusion of Vampire Spawn in lower levels
 - The environment itself becomes part of the encounter (secret passages, traps)
 - Difficulty: Variable based on location and party approach
-

Mechanical Threat (City-wide, Coordinated)

- Multiple Clockwork Scouts reporting to a central controller
 - Possible inclusion of 1 -- 2 Automatic Assassins
 - The scouts provide intelligence that enemies use for preparation
 - Difficulty: Medium if scouts are dealt with; Hard if assassins engage
-

Boss Encounter Guidance

Boss encounters should feel significant and should push the party to their limits. The most memorable boss fights occur when:

- The environment is used tactically by both sides
- The boss has minions or allies providing complexity
- The party discovers the boss is more than they initially believed
- Retreat is an option, allowing the campaign to continue with the party diminished but alive

Queen Kiraline as a final boss should be encountered only when the party has reached sufficient power to survive her abilities. Even then, the encounter

should emphasize her supernatural nature and offer escape routes. A dead party is not a successful story; a party forced to flee from overwhelming power creates narrative tension.

The Necrotic Bulk should be terrifying and unique. Each encounter with a Bulk should feel like a revelation -- players should understand that they face something genuinely supernatural and that conventional tactics may fail. Winning against a Bulk should feel like an achievement, not an expectation.

An Automatic Assassin encounter should emphasize precision and overwhelming force applied to a single target. Once the party identifies the assassin, they become the encounter's focus. Strategic positioning, magic that disrupts mechanics, or alliances with powerful figures become necessary for survival.

CREDS AND LEGAL

CREATED BY Jesse Alexander

BASED ON The screenplay *The Eternal Court* by Jesse Alexander

This Enemy Bestiary is designed for use with tabletop roleplaying games and includes implementations for *Dungeons & Dragons 5E* (2024) and *Daggerheart*.

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