

"Who Watches the Watchers"

Oerth Journal #30 Supplement

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APPENDIX A. ITEMS

Embrace of Istus

Weapon (dagger), rare (optional attunement)

This +1 dagger is made entirely from the horn of an al-mi'raj, the handle is carved to resemble the Baklunish deity of Istus from the torso up. Anyone who takes damage from the dagger cannot regain hit points until the start of your next turn. If you are attuned to the dagger and are dropped to 0 hit points you begin to hear the most beautiful music you have ever heard. You have advantage on death saving throws and cannot recall details about the music if you wake, only that you heard it.

Ring of Improved Resistance

Ring, rare (requires attunement)

These rings function exactly like normal rings of resistance, except in addition to granting resistance to a damage type they also grant immunity to you from that type but only to spells cast by you. For example, an attuned wizard cannot harm himself with his own fireball with a ring of improved fire resistance, or with their own cloudkill with a ring of improved poison resistance. This adventure has a ring of improved fire resistance, but if the DM wants to give players a random one for another adventure roll the d10 and consult the **DMG** for the damage type.

Spahi's Kilij

Weapon (scimitar), rare (optional attunement)

This scimitar is an exceptionally beautiful piece of weaponry made in the Zeif style of scimitars meant to be used while mounted. It is a +1 scimitar, but it functions as a +3 scimitar while mounted, and if you are attuned to the scimitar you have advantage on Wisdom (handle animal) checks made to control a creature you are riding. Additionally, you can communicate telepathically with horses within 30ft of you, but only one at a time and only simple words like directions and those relating to speed.

Staff of Vecna's chosen

weapon (quarterstaff), rare (requires attunement)

As the final step in the ritual needed to attune to this staff, you need to sever your own left hand halfway between your wrist and elbow. Your hand will then grasp the staff indefinitely and obey your whim. From thenceforth the quarterstaff operates as though it were a *spiritual weapon* with damage that scales like it were a cantrip (1st-4th level 1d8, 5th-10th level 2d8, 11th-16th level 3d8, 17th level+ 4d8). If you are a spellcaster you use whichever ability score you associate with your spellcasting, otherwise you use intelligence. If you ever regenerate or regrow that hand for any reason you will automatically unattune from the staff and will earn Vecna's ire if you don't reattune to it before the next dusk. Vecna watches whomever attunes to the staff. For travel purposes, the staff can be carried and circumvent the 20ft speed of spiritual weapon but not during combat. Even though *spiritual weapon* is an evocation spell, this item radiates a necromantic aura to anyone using *detect magic* or similar spell.

Woodcarver

weapon (battleaxe), uncommon

This distinctive looking battleaxe is a +1 battleaxe, but functions as a +3 battleaxe when attacking creatures of the plant subtype. Additionally, when used to strike a wooden or other inanimate plant-based object (such as hemp rope but not silk rope) the attack is always counted as a critical hit if it hits. However, this enchantment only carries into the first wooden or plant-based item it hits, so for example it is adept at splitting firewood but won't affect the stump beneath it more than an ordinary axe would.

APPENDIX B. CREATURES

Baklunish Cavalry

The Baklunish basin is home to a multitude of people collectively known to the others of the Flanaess as the Baklunish or the Bakluni. They are not a single people and consist of several different and disparate nations. One thing many of them share in common is a heavy reliance on horsemanship and cavalry, with several groups, the Paynim among them regarding horseback riding to be one of the first skills that any should learn; especially if one wishes to be regarded as a warrior. The Zeif too rely on the mounted spahi, similar to a Knight of Furyondy or Keoland which are drawn primarily from the landed gentry, as their cavalry shock troops.

Paynim Guard

Medium humanoid (usually human), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Animal Handling +2, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP) on foot, 1/2 (100 XP) mounted on **riding horse** (add separate XP)

Born in the Saddle. The Paynim guard has advantage on saving throws or skill contests to stay mounted.

Harasser. The Paynim guard doesn't provoke attacks of opportunity while mounted.

Mounted Combatant. While mounted, the Paynim guard has advantage on melee attacks against any target smaller than its mount.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Reactions

While mounted the Paynim guard can use its reaction to impose disadvantage against a melee attack on its mount.

Spahi of Zeif**Medium humanoid (usually human or half-orc), any alignment****Armor Class** 19 (scale mail, shield)**Hit Points** 44 (8d8+8)**Speed** 30 ft. on foot, 60 ft. on a **warhorse****STR** 14 (+2) **DEX** 16 (+3) **CON** 12 (+1) **INT** 14 (+2) **WIS** 11 (+0) **CHA** 12 (+1)**Skills** Animal Handling +3, Athletics +5, Insight +3, Persuasion +4**Senses** passive Perception 10**Languages** Common, Orcish, and one other language**Challenge** 3 (700 XP) on foot, 4 (1,100 XP) mounted on a **warhorse** (add separate XP)**Armored Warhorse.** The spahi of Zeif's horse has scale mail barding and an AC of 15.**Born in the Saddle.** The spahi of Zeif has advantage on saving throws or skill contests to stay mounted.**Medium Armor Master.** The spahi of Zeif adds +3 to his AC from dexterity instead of +2 (already reflected in stat block).**Mounted Combatant.** While mounted, the Spahi of Zeif has advantage on melee attacks against any target smaller than its mount.**Actions****Multiattack.** The spahi of Zeif makes two melee attacks with its scimitar or two ranged attacks with its shortbow.**Lance.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d12+2) piercing damage.**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.**Reactions**

While mounted the spahi of Zeif can use its reaction to impose disadvantage against a melee attack on its mount.

Bloodguards

Not all intelligent undead that have the qualities of lichdom are spellcasters that have taken to the path of immortality, some of them are elite soldiers loyal to powerful necromancers. While some aspects of a bloodguard are similar to that of a lich, namely the ability to come back after being defeated, they are nowhere near as powerful as a true lich. Bloodguards are made through a ritual in which a willing participant slays a humanoid sacrifice and then consumes some of the sacrifice and their bloodbond's blood to serve as a bloodguard to their bloodbond for eternity. The secrets for performing such a ritual would assuredly only come from the darkest of arcane tomes or from some evil source such as Vecna or Orcus themselves. Bloodguards will be able to regenerate after dropping to 0 hit points after several days if their body is not destroyed and their bloodbond is still alive, alive being a relative term as liches, vampires, and other undead can and do have bloodguards.

Bloodguard Captain*Medium undead, usually lawful or neutral evil***Armor Class** 19 (splint, shield)**Hit Points** 36 (4d8+8)**Speed** 30 ft.**STR** 16 (+3) **DEX** 10 (+0) **CON** 14 (+2) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 8 (-1)**Skills** Perception +2**Damage Immunities** poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Bloodbound. While the bloodguard's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally, the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional 4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The bloodguard's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Actions

Multiattack. The bloodguard captain makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Undead Leadership (1/Short or Long Rest). For 1 minute, the bloodguard can utter a special command or warning whenever an undead creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the bloodguard captain. A creature can benefit from only one Leadership die at a time. This effect ends if the bloodguard captain is incapacitated.

Bloodguard Halberdier

Medium undead, usually lawful or neutral evil

Armor Class 17 (splint)

Hit Points 36 (4d8+8)

Speed 30 ft.

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

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Bloodbound. While the bloodguard's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally, the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional 4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The

bloodguard's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Actions

Multiattack. The bloodguard halberdier makes two melee attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Reactions.

The bloodguard halberdier can make an attack of opportunity against a target they can see that enters a threatened square.

Bloodguard Knight

Medium undead, usually lawful or neutral evil

Armor Class 19 (splint, shield)

Hit Points 36 (4d8+8)

Speed 30 ft. on foot, 60 ft. while mounted on a **warhorse** or **warhorse skeleton**

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

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP) on foot, 4 (1,100 XP) mounted on a **warhorse** or **warhorse skeleton** (add separate XP)

Bloodbound. While the bloodguard's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally, the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional 4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The bloodguard's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Born in the Saddle. The bloodguard knight has advantage on saving throws or skill contests to stay mounted.

Harasser. The bloodguard knight doesn't provoke attacks of opportunity while mounted.

Mounted Combatant. While mounted, the bloodguard knight has advantage on melee attacks against any target smaller than its mount.

Actions

Multiattack. The bloodguard captain makes two melee attacks except with the lance.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12+3) piercing damage.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Reactions

While mounted the bloodguard knight can use its reaction to impose disadvantage against a melee attack on its mount.

Bloodguard Shield-Breaker

Medium undead, usually lawful or neutral evil

Armor Class 17 (splint)

Hit Points 36 (4d8+8)

Speed 30 ft.

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

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Bloodbound. While the bloodguard's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional 4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The bloodguard's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Shield Breaker. A target cannot gain the AC benefit from a shield or wooden cover when the bloodguard shieldbreaker makes a melee attack.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Knights of the Watch

The Watchers are known internally by a selection of imaginative titles, partly to instill fear into their enemies and to perhaps add mystery to their semi-monastic order. General knights, the lowest in rank, are called Vigils, with minor ranks adding to the base title (Stalwart Vigil, Radiant Vigil, et cetera). As knights ascend in rank, a number of adjectives are added to their titles, with "vigil" replaced by the names of fantastic beasts (manticore, hippogriff, griffon, et cetera). Few outside the Knights of the Watch understand the ranking system of the Watchers, which gave rise to the peasant saying "frightful as a Watcher's title" to denote someone who wishes to appear more than they truly are. The NPCs listed here represent a foot knight (stalwart vigil) a combat medic (radiant vigil) and an eldritch knight (magnificent arcane manticore).

Magnificent Arcane Manticore

Medium humanoid (usually human), any alignment usually lawful

Armor Class 18 (chain mail, shield)

Hit Points 97 (15d8+30)

Speed 30 ft.

STR 18 (+4) **DEX** 11 (+1) **CON** 14 (+2) **INT** 17 (+3) **WIS** 10 (+0) **CHA** 10 (+0)

Skills Arcana +5, Athletics +7

Senses passive Perception 10

Languages any three languages

Challenge 8 (3,900 XP)

Action Surge (1/Short or Long Rest). On its turn the magnificent arcane manticore can take an additional action. Before or after the additional action it may teleport up to 30 feet to an unoccupied space it can see.

Battlemage. When the magnificent arcane manticore uses its action to cast a cantrip, it may make a weapon attack as a bonus action.

Bonded Weapon. The magnificent arcane manticore's bonded weapons are its longsword and spear. It cannot be disarmed if it is wielding its bonded weapon. As a bonus action, they can magically teleport a bonded weapon into its hand.

Spellcasting. The magnificent arcane manticore is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The magnificent arcane manticore has the following wizard spells prepared, which it can cast without somatic or material components:

Cantrips (at will): *fire bolt*, *frostbite*, *prestidigitation*.

1st level (4 slots): *magic missile*, *shield*, *thunderwave*.

2nd level (3 slots): *gust of wind*, *scorching ray*, *shadow blade*.

3rd level (2 slots): *counterspell*, *fireball*.

Actions

Multiattack. The magnificent arcane manticore makes two melee attacks or casts one cantrip and makes a weapon attack.

Shadow Blade. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8+4) psychic damage.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Radiant Vigil

Medium humanoid (usually human), any alignment usually lawful

Armor Class 16 (chain mail)

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Athletics +5

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Healer Initiate. The radiant vigil is a 1st-level spellcaster. Its spellcasting ability is wisdom (+2 healing with *cure wounds*). The radiant vigil has the following spells prepared, its warhammer is the divine focus for their spells.

Cantrips (at will): *mending*, *spare the dying*.

1st level (1 slot): *cure wounds*.

Actions

Multiattack. The radiant vigil makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage (one handed) or 8 (1d10+3) bludgeoning damage (two handed).

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10+1) piercing damage.

Stalwart Vigil

Medium humanoid (usually human), any alignment usually lawful

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 14 (+2) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Athletics +5

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The stalwart vigil makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 6 (1d6+3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10+1) piercing damage.

Skeletons

Skeletons arise when animated by dark magic. While they lack the endurance and overall staying power of zombies, they are slightly smarter usually can move faster. On top of that, they are the preferred undead minion for the necromancer who doesn't want to smell like rot and decay all the time. These particular skeletons used to be members of the Knights of the Watch, so they are fairly well equipped compared to your average necromancer's skeletal minion.

Skeleton Arbalesters

Medium undead, lawful evil

Armor Class 15 (chain shirt)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR 10 (+0) **DEX** 15 (+2) **CON** 14 (+2) **INT** 6 (-2) **WIS** 8 (-1) **CHA** 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Skeleton Sentries

Medium undead, lawful evil

Armor Class 17 (chain shirt, shield)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR 10 (+0) **DEX** 15 (+2) **CON** 14 (+2) **INT** 6 (-2) **WIS** 8 (-1) **CHA** 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit.* 5 (1d6+2) piercing damage.

Skeleton Footknight

Medium undead, lawful evil

Armor Class 20 (plate, shield)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR 10 (+0) **DEX** 15 (+2) **CON** 14 (+2) **INT** 6 (-2) **WIS** 8 (-1) **CHA** 5 (-3)

Skills Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Inconspicuous. While standing still the skeleton footknight is nearly indiscernible from armor on display and doesn't have disadvantage to stealth skill checks.

Actions

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