

Graufeld

Following the trail of the Whispering Way from Castle Gallenstein, our heroes faced the precarious task of journeying through an old hunting path through the feared Schauderwald, a well known murkwood of Ginstermark. This forest has spawned many harrowing tales of horrors found within its depths and folk would be ill advised to stray off the few secured paths. Nonetheless, our heroes are undeterred, unwilling to give up precious time to allow the Whispering Way agents to escape; they braved the unsecured forest roads through the Schauderwald's heart!

Not unexpected, our heroes are encountered with the lurking monsters commonly found in murkwoods before they made their way to the only haven of civilization found within these cursed woods: Askanor Lodge.

HUSHED SPIRIT

Spirit thralls were in common use at the height of Kastivan's power, which were created from the vanquished and the condemned. Kastivan nobles commanded entire hosts of these pitiful spectres to do their bidding.

As these spirits are still bonded to the kingdom of Kastivan, the necromancers of the Whispering Way have learned call upon their services. So long have these spirits remained inactive and broken by centuries of idleness, that these spirits readily bow to their new masters.

HUSHED SPIRIT

Medium undead

Armor Class 11

Hit Points 13 (3d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (0)	10 (0)	9 (-1)	8 (-1)

Proficiency +2

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 9

Languages Understands all languages it spoke in life, but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spirit Bond. When the creature who summoned the spirit dies while the spirit is summoned to the material world, it is banished back into the afterlife.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

BLOODY BONES

These undead creations are still dripping with the lifeblood of their former bodies. The sanguine energies course through these remains drive these skeletons to be of much higher aggression as their common counterparts.

Hordes of gore covered skeletons will descend upon their victims to tear them to shreds with their bony claws, fuelled with unholy vigor that knows no rest. So overflowing is the blood within the bones that even struck down, the bloody bones will rise again within minutes to continue their relentless assault.

BLOODY BONES

Medium undead

Armor Class 12

Hit Points 23 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Proficiency +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands all languages it spoke in life, but can't speak

Challenge 1/2 (100 XP)

Aggressive. A bloody skeleton can use a bonus action to dash towards the closest hostile creature that it can see.

Bloody Return. A bloody bones is destroyed by any damage that is not radiant or dealt with a holy weapon, its remains reanimate and regain 1 hit point after 1 minute. This effect can also be suppressed if the bloody bones' remains are sprinkled with holy water.

Regeneration. The bloody bones regain 3 hit points at the start of its turn if it has at least 1 hit point. If the bloody bones takes radiant damage or damage from a holy weapon, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The bloody skeleton makes 2 claw attacks. If the bloody skeleton moved more than 30 ft. towards its target immediately before making the attack it makes 3 claw attacks instead.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Ghoul Hound

Spawned from the bitter conflict between the kingdom of Kastivan and the kingdom of Ginstermark, the ghouls were a commonly deployed monstrosity in the service of Kastivan's spectral court.

Ghoul hounds, or simply known as kastivan hounds are grotesque flesh-formed horrors, a mockery of their former humanoid form. On all fours they would speed over the battlefield and break enemy lines to spread disarray and terror among their foes in frenzied assaults.

Now these horrors of the ancient war still proliferate within the ruins of fallen kastivan and its forsaken landscape. The Whispering Way uses these wretched creatures to patrol Graufeld's empty streets to ensure no interloper will sabotage their master's plans.

GHOUL HOUND

Large undead

Armor Class 14 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 40 ft., 30 ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	4 (-3)	12 (+1)	6 (-2)

Proficiency +2

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Understands the language of its master, but doesn't speak

Challenge 3 (700 XP)

Frenzied Bite. When the Ghoul Hound hits a creature with its bite, its attacks against the same creature are made with advantage until the beginning of its next turn.

ACTIONS

Multiattack. The ghoul hound makes 3 attacks; one attack with its bite and two attacks with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

BONUS ACTIONS

Sniff Out. The ghoul hound makes a Wisdom (Perception) check. The ghoul hound can make a Wisdom (Perception) check to specifically search for a creature that it has bitten within the last hour, if it does so it makes the check with advantage.

DM Tuz Table Scraps: Graufeld Haunts Necromancer Shepard

Enthralling spirits into their service has been a trademark of the Whispering Way's necromancers, all in spirit of their ancient kastivan tradition. Where forcing unholy life to return into a rotting carcass, conjuring the spirit of the hushed dead requires occult knowledge and arcane mastery only obtained by the well versed of the necromantic arts. As such the necromancer spirit shepards are each powerful mages, trained in the old kastivan ways and fearsome foes indeed.

Though low in numbers, each of the Whispering Way's necromancers will rarely be encountered alone, as the undead heed their call and flock to their command. With Graufeld being a key location for the Whispering Way's plans, these powerful agents of the cabal are encountered protecting the haunted grounds to amass their army of the dead undisturbed.

NECROMANCER SHEPARD

Medium humanoid

Armor Class 14 (Mage Armor, 11 without)

Hit Points 78 (12d8 + 24) + 10 temporary hit points (False Life)

Speed 30 ft.

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

Proficiency +3

Skills Arcana +6, History +6

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Active Spells. The shepard casts *Mage Armor* and *False Life* at the beginning of each day.

ACTIONS

Shepard Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Chill Touch. *Ranged Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hitpoints until the end of the shepard's next turn.

Spellcasting. The shepard casts one of the following spells, using Intelligence as the spellcasting ability (Spell attack + 6, Spell save DC 14):

At will: *chill touch*, *message*, *mold earth*, *toll the dead*

1/day each: *animate dead*, *blindness/deafness*, *false life* (already cast), *mage armor* (already cast), *phantasmal killer*, *silence*, *vampiric touch*

BONUS ACTIONS

Conjure the Hushed Dead (1/short rest). The shepard can use a bonus action on its turn to summon one hushed spirit in an empty space within 10 ft. of themselves. The spirit remains for one minute and the shepard can have a maximum of one spirit summoned at a time. Once summoned the spirit takes its turn immediately after the shepard.

**BROKEN SANCTUARY
(PERSISTENT MANIFESTATION)**

The civilians thought themselves safe within this sanctuary, hidden away from the slaughter outside. But their barricade of hope and desperation could not keep the invaders out. The door was broken, and their blood was spilled, just like the rest ...

Source. Spectral soldiers who invade the room or building.

Hit Points. 25 (10d4)

Resistances. necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immunities. poison, psychic

Perception. DC 13, the character finds a spectral image of a victim hiding in the room, followed by approaching footsteps from outside.

Activation. One or more living creature enter the haunted room or building.

Effect. Once the haunt activates, each creature present will see a spectral duplicate of themselves as the victims who tried to hide in this place. Spectral soldiers break into the room and begin to slaughter the victims. Each creature in the room must succeed a DC 14 Wisdom saving throw or takes *Dangerous* magical damage. The type of damage is determined by the way the victims were killed. For example if a victim was beaten to death, the creature takes bludgeoning damage, or if a victim was burned to death, the creature takes fire damage.

Reset. The broken sanctuary resets every midnight.

Pacification. The murdered innocents must be put to rest along with the other victims of the invading forces.

Hexeater Marauder

Outcasts, even among Schauderwald's lycan tribes, the Hexeaters are a tribe of mutant wretches that have been since their foundation causing havoc within the area within and around the forest. Founded by notorious cannibal Richter Blackmane the Hexeaters have little resemblance with their kin found in Schauderwald, as they are twisted creatures, a mockery of equally both wolf and man and are equally twisted in mind and soul. Nonetheless, the Hexeaters are lycans and thus part of the tribes, much to the chagrin of the other tribes.

Led by their new leader, Ebony the Cursebearer, the Hexeaters joined in an uneasy alliance with the Whispering Way and have established themselves in the ghost town of Graufeld.

HEXEATER MARAUDER

Medium humanoid (shapechanger)

Armor Class 16 (beastplate, or 12, natural armor, in wolf form)

Hit Points 83 (11d8 + 33)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (0)	14 (+2)	10 (0)

Proficiency +2

Skills Intimidation +2, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 4 (1,100 XP)

Altered. The hexeater marauder has advantage on saving throws against effects that specifically target humanoids.

Regeneration. The hexeater marauder regains 20 hit points at the start of its turn if it has at least 1 hit point. If the hexeater marauder takes damage from a weapon made out of silver, this trait doesn't function at the start of the hexeater marauder's next turn.

Keen Hearing and Smell. The hexeater marauder has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Hybrid form only). The hexeater marauder hunter makes three attacks: two with its weapon and one with its bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and if the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Greatsword (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 (2d6 + 3) slashing damage.

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

BONUS ACTIONS

Shapechange. The hexeater marauder polymorphs into a wolf, or back into its true form, which is its hybrid form. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Once the hexeater marauder uses this bonus action it can't use it again until the end of its next turn.

Ebony the Cursebearer

When Richter left the city for a life among his kin in the Schauderwald. Cunning survivor that he was, he made this hostile forest a new home and founded his own pack. To establish himself he made a pact with a hag, Morgan Moon Mother, only to betray her at the right moment and devour her whole. This afflicted Richter with a unique curse and would turn him and all those who would partake in his blood to terrible mutants. Thus, the Hexeaters were born.

Ebony, Richters own son, succeeded him by the ancient rites of the Schauderwald packs that Richter adhered to: a fight to the death. Ebony was a man of similar ambition as his father, though his sight was not far beyond the bor-

EBONY THE CURSEBEARER

Medium humanoid (shapechanger), chaotic evil

Armor Class 18 (plate armor)

Hit Points 94 (11d8 + 44)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	18 (+4)	10 (0)	11 (0)	19 (+4)

Proficiency +3

Saving Throws Wis +3, Cha +7

Skills Deception +7, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common (can't speak in wolf form)

Challenge 7 (2,900 XP)

Battle Cry: Howl for Command. When rolling initiative, Ebony uses a reaction to let out a howl that activates lycanthropy in a humanoid's body. Each humanoid infected with lycanthropy within 120 ft. that can hear Ebony must succeed a DC 15 Constitution saving throw at the beginning of its next turn or be incapacitated by pain. After this saving throw the creature must each succeeding turn succeed a DC 15 Wisdom saving throw at the start of each turn or use its action to make a melee weapon attack against the closest creature that it can see. This effect remains for 1 minute or as long as Ebony is alive.

Hex Warrior. Nightcackle is a magic weapon and Ebony uses his Charisma in place of his Strength when using this weapon.

Keen Hearing and Smell. Ebony has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/day). If Ebony would fail a saving throw, he succeeds instead.

Regeneration. Ebony regains 20 hit points at the start of his turn if he has at least 1 hit point. If Ebony takes damage from a weapon made out of silver, this trait doesn't function at the start of his next turn.

ACTIONS

Multiattack. Ebony makes two attacks; two with his weapon, one with his bite and one with his claws, or he fires two eldritch blasts,

ders of the Schauderwald. It was him who set the events in motion that would lead to the war among the packs for the true position of packlord. Mattis was a useful fool for him to manipulate and lead him to make contact with Hush and his minions. All for him to ensure the necromancer's alliance, and by extension his help with his ambitions. Ebony though knows better than to trust the necromancer and bides his time to rid himself of Hush as well, once he fulfilled his side of their pact.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and if the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Nightcackle (Greatsword, Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) if the attack is a critical hit.

Eldritch Blast (Hybrid Form Only). Ranged Spell Attack: +7 to hit, range 120 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

Spellcasting. Ebony casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15):

At will: *Booming Blade, Eldritch Blast, Resistance, Sword Burst* 3/day total, at level 5; *Blink, Cone of Cold, Crown of Madness, Dimension Door, Hypnotic Pattern, Invisibility, Staggering Smite*

BONUS ACTIONS

Shapechange. Ebony polymorphs into a wolf, or back into his true form, which is a hybrid form. His statistics, other than his AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. He reverts to its true form if it dies. Once Ebony uses this bonus action he can't use it again until the end of his next turn.

Morgan's Curse. Ebony places a baleful curse on a creature he can see within 30 ft. of him. The target is cursed for 1 minute. The curse ends early if the target dies, Ebony dies, or Ebony is incapacitated. Whenever Ebony deals damage to the cursed target, he deals 1d6 additional damage and scores a critical hit on a roll of 19 or 20 against the target.

LEGENDARY ACTIONS

Ebony can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ebony regains spent legendary actions at the start of his turn.

Move. Ebony moves up to half of his speed without provoking opportunity attacks.

Bite. Marris makes a bite attack.

Shapechange. Ebony uses his shapechange.

Cantrip (2 Actions). Ebony uses a cantrip.

Ebony's Treasure:

Ebony the Coursebearer wields Nightcackle, a magic greatsword and pact weapon. Additionally, he wears a full set of plate armor.

Szilva of Kastivan

Kastivan's mastery over the immaterial was not limited to the specters of the Overthere. Hidden within the monasteries of Kastivan was the art of spirit wielding taught, in which initiates performed a rite that would merge their bodies and blood with spirits. This allowed them to wield the immaterial to influence the material world around them.

In her life, Szilva was one of these masters of spirit wielding. In death she has become a fiercely loyal agent of the Whispering Way, unwavering in her task to see to the return of her fallen kingdom. Among all agents of the necromantic cult, Szilva of Kastivan is Hush's closest confidant and trusted ally. As such she was tasked with protecting the key to the alliance between the necromancers and the vile mutants of the Hexeater pack.

Skeleton Champion

Not all undead are created equal, even from among their same type. Skeleton champions are created from the remains of powerful soldiers whose bones not achieved durability from a lifetime of warfare, but also retained their experience of plenty conquests.

Equipped with high grade gear befitting for a soldier of their station, skeleton champions are not to be mistaken for lower class undead, lest one will fall quickly to these undead veterans.

SKELETON CHAMPION

Medium undead

Armor Class 18 (chain mail & shield)
Hit Points 23 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Proficiency +2
Damage Immunities poison
Condition Immunities exhausted, poison
Senses darkvision 60 ft. passive Perception 9
Languages Common (can't speak in wolf form)
Challenge 1 (200 XP)

ACTIONS

Multiattack. The skeleton champion makes two attacks; one with its longsword and one with its shield.

Longsword (One-Handed). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Shield bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and if the target is a medium or smaller creature, it must succeed on a DC 12 Strength saving throw or is pushed back 5 ft. or knocked prone (champion's choice).

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

REACTIONS

Ward. When a creature the champion can see attacks a target other than itself within 5 feet of it, the champion can impose disadvantage on the attack roll. The champion needs its shield equipped to do this.

DM Tuz Table Scraps: Graufeld Haunts

SZILVA OF KASTIVAN

Medium undead, lawful evil

Armor Class 17 (unarmed defense)
Hit Points 83 (11d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	10 (0)	18 (+4)	15 (+2)

Proficiency +3
Saving Throws Dex +6, Wis +7
Skills Acrobatics +6, History +3, Perception +7, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common
Challenge 6 (2,300 XP)

Legendary Resistance (1/day). If Szilva would fail a saving throw, she succeeds instead.

Spirit Fists. Szilva's attacks count as magical for overcoming resistances.

Sunlight Sensitivity. While in sunlight, Szilva has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Unarmed Defense. As long as Szilva is not wearing armor, she adds her wisdom modifier to her armor class.

ACTIONS

Multiattack. Szilva makes 4 life drain or ghost fist attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) necrotic damage and the creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under Szilva's control, unless the humanoid is restored to life or its body is destroyed. Szilva can have no more than twenty four zombies under her control at one time.

Ghost Fists. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) force damage.

BONUS ACTIONS

Ghost Step. Szilva dashes or disengages.

REACTIONS

Deflect. When a creature Szilva can see makes a ranged attack against her, she imposes disadvantage on the attack.

'Hush'

The necromancer only known as Hush has been one of the most loyal servants of Kastivan in life and lieutenant of the Whispering Way in undeath. Rare among high ranking members of the Whispering Way, Hush denied the honor of joining the spectral cabal to remain an active field agent for the Whispering Way's activities in Ginstermark. He willingly underwent the unholy rite of dark transformation which gave him eternal life in the form of a wight.

Hush has proven to be a capable agent of the Kastivan cult, starting his work to gather the ingredients of the Carrion Crown in the town of Rabengau, where he re-

'HUSH'

Medium undead, neutral evil

Armor Class 15 (mage armor, 12 without)

Hit Points 83 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	11 (0)

Proficiency +3

Skills Arcana +7, History +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 8 (3,900 XP)

Legendary Resistance (1/day). If Hush would fail a saving throw, he succeeds instead.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 +3) necrotic damage and the creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under Hush's control, unless the humanoid is restored to life or

moved the spirit of warden Falk from the haunted ruins of Kummerstein. Unbeknownst to him it would be there where he set the events in motion that would gather the strongest enemies the Whispering Way would know and unite them under one cause to fight them. It was by Hush's hand that Professor Lorenz was killed.

With the ingredients of the Carrion Crown ritual brought to Graufeld and sent to his master, Hush was tasked to remain in the haunted ruins and to make use of the countless dead found within the forsaken ruins.

its body is destroyed. Hush can have no more than twenty four zombies under his control at one time.

Chill Touch. *Ranged Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hitpoints until the end of the Hush's next turn.

Spellcasting. The shepard casts one of the following spells, using Intelligence as the spellcasting ability (Spell attack + 7, Spell save DC 15):

At will: *Chill Touch, Dancing Lights, Mage Hand, Mending*
1/day each: *Animate Dead, Bestow Curse, Blight, Blindness/Deafness, Circle of Death, Cloudkill, Dimension Door, Phantasmal Killer, Mage Armor, Web*

BONUS ACTIONS

Conjure the Hushed Dead. The Hush can use a bonus action on his turn to summon one hushed spirit in an empty space within 10 ft. of himself. The spirit remains for one minute and Hush can have a maximum of two spirits summoned at a time. Once summoned the spirit takes its turn immediately after Hush.

LEGENDARY ACTIONS

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

Command Undead. A hushed spirit summoned by Hush moves up to its speed.

Cantrip (2 Actions). Hush casts a cantrip.

Minion Attack (2 Actions). A hushed spirit summoned by Hush makes an attack.

Lesser Spell (3 Actions). Hush casts a spell of 2nd level or lower.